

1 Introduction

Consumption of modern-day technology is ever increasing. As a result, the risk of an individual, or business, becoming a victim to cyber-crime increases proportionality. Small and medium-sized businesses (SMBs) are the biggest sectors targeted by cyber-criminals [1]. This stems from issues such as budget restraints and a general lack of understanding regarding cyber security concepts[1, 2].

In fact, because COVID-19 changed the dynamic of industry standards this past year, a report from May 2020 (UK) [3] showed that individuals experiencing targeted hacking increased by 77.41% - in comparison with the previous year. As employees are encouraged to work from home, this has fed into a new strategy whereby cyber-criminals are moving laterally into organisational infrastructure by targeting employees at their less secure personal computers [4].

Regarding this problem, this paper will explore the effectiveness of educational games as these have been shown to have better learning outcomes in comparison with traditional training material [5].

Problem Statement

Despite the existence of many cyber security awareness programs, there is still a lack of widespread cyber security awareness

Research Question

Can teaching cyber security through a gamified medium improve cyber security awareness?

Hypothesis

The MDA framework will satisfy the educational requirements for creating a serious game

1.1 Goals

The goal of this project is to build an online multiplayer game which represents the OWASP Top Ten [6] security risks and can be used for both recreational and training purposes.

Application specific goals:

- The application will support 2-person multiplayer
- The application will be accessible on multiple platforms and playable cross-platform
- The application will illustrate a range of cyber security attacks and mitigations
- The application will be extensible to support new scenarios and mechanics

1.2 Scope

As cyber-security is an incredibly broad field, only the OWASP Top Ten [6] will be used to create an educational scenario of defending and attacking web applications. Unity will be used to develop the application, in conjunction with Photon Cloud to host multiplayer scenarios. The game will be designed with the MDA framework [7] in mind.

2 Literature Review

This section presents the current problem with cyber security training methodologies. From this, gamification mechanics, cyber security games and related work are reviewed to identify a potential solution.

2.1 The Problem with Cyber Security Training Programs

Regarding the delivery of training programs, generalised security advice has little effect on changing the behaviour of employees within SMBs as they fail to relate the information to their workplace-environment [1, 2]. Furthermore, non-scenario-specific training fails to demonstrate how security risks link together in a multifaceted social engineering attack [2]. Lastly, training programs are generally undertaken in a formal setting which fosters a situation of recipients not absorbing the information effectively because they aim to finish the material as fast as possible [2].

To summarise, the 4 core problems for SMBs [1, 8] are:

1. SMBs can be heavily constrained by a limited budget
2. SMBs are difficult to reach because they do not understand the severity of data breaches
3. SMBs are often distracted by the operational requirements for setting up and running a small business
4. SMBs struggle to identify their assets in terms of the risks associated with them

From this, it is evident that a light-weight training application that can be tailored for multiple scenarios would be an appropriate solution for training these employees. Furthermore, delivering the training material through a gamified medium should lead to an increased rate of information absorption - even in a workplace environment.

2.2 Why Use a Game-Based Learning Approach?

Many of the challenges from traditional training programs can be overcome with game-based learning strategies [5]. A summary of motivations for these strategies [5, 9, 10, 11, 12] include:

- Rapid progress paired with instant feedback
- Strong user engagement
- Allows the user to learn from mistakes in a safe, non-punishing environment which would otherwise discourage exploration (due to the fear of failure)
- Encourages self-learning at the user's desired pace
- Deeply immerses the player into the game world whereby learning feels like a secondary objective
- Low cost to produce in comparison to larger training schemes
- Requires little to no supervision
- Easy to distribute across multiple platforms and incorporate into the workplace
- Easy to integrate within events such as hackathons and other cyber security awareness gatherings
- An integrated rewards system such as badges, hidden achievements lead to a desire to win
- Contextually appropriate by incorporating a story that is similar to the real world

2.3 Appropriate Gamification Mechanics

To evaluate pre-existing cyber security games in the next section, Forde's report [13] identifies the following gamification mechanics which increase the adoption rate of positive cyber security trends within the workplace:

- | | | |
|-------------------------|------------------------|-----------------------|
| • Avatar & User Profile | • Feedback & Guidance | • Progress & Levels |
| • Badges & Privileges | • Goals & Objectives | • Role Playing |
| • Challenge | • Incentives & Rewards | • Story |
| • Competition | • Leader boards | • Tips & Hints System |
| • Collaboration | • Points System | |

2.4 A Review of Pre-Existing Cyber Security Games

Table 1 presents an analysis of educational cyber security games.

Game	Game Type	Description & Key Findings	Target Audience	Mechanics
Game of Threats [14]	Multiplatform (Mobile, PC)	Employees are split into teams of attackers and defenders to simulate scenarios of cyber-attacks and appropriate responses. Demonstrates the mindset of both attackers and defenders. Prompts discussion with colleagues in teams to popularise cyber security .	Business Employees	Feedback, Incentives, Competition
Cybersecurity Lab [15]	Web-based Point-and-Click	Comprised of 3 mini games which teach children how to spot phishing emails, construct strong passwords and simple programming principles.	Children (aged 7-12)	Tips & Hints, Points System, Achievements, Avatar, Progress, Feedback
Webonauts Internet Academy [16]	Web-based Point-and-Click Side-Scroller	Player ranks up their status by demonstrating smart and good behaviour. Teaches children how to be respectful and protect themselves online via website certificates, establishing privacy settings and not giving out passwords.	Children (aged 7-12)	Tips & Hints, Feedback, Avatar, Badges
Targeted Attack [17]	Web-based Point-and-Click	Player is a CEO in a choice-based simulation which teaches employees the correct responses and mitigations to cyber-attacks through trial and error.	Business Employees	Feedback, Challenge, Story
Keep Tradition Secure [18]	Web-based Point-and-Click	Player is quizzed with security-related questions to take down cybercriminal. Rewards are given to participants.	University Students	Tips & Hints, Feedback, Rewards
Cyber Awareness Challenge [19]	Training Simulation	Player is placed in a workplace environment which provides security guidance according how they behave.	Business Employees	Tips & Hints, Points System, Feedback, Story
Cyberland [20]	Web-based Point-and-Click	Cyber Security Challenge UK hosts a variety of mini games (Cyberland), and competitions between schools, universities, businesses and government institutes.	Students (All Levels)	Tips & Hints, Story, Goals, Competition, Feedback
Hacknet [21]	Video Game Point-and-Click	Hacknet is a terminal-based hacking simulator. It teaches the player how to navigate networks, search for hidden files/folders, bypass authorisation and general Unix commands.	Gamers	Story, Progress, Achievements, Feedback
Classcraft [22]	Web-based Point-and-Click	Classcraft incorporates gamification principles using project management software. Teachers set goals and challenges within a classroom which encourages teamwork between students.	Students (Lower Education)	Points System, Leader board, Goals, Avatar, Competition, Feedback, Incentives, Badges

Table 1: Analysis of Pre-Existing Cyber Security Games

2.5 An Analysis of Games Reviewed

Many of the educational games reviewed in Table 1 relied heavily on presenting facts and then subsequently quizzing the user. However, users can utilise common sense to rule out incorrect answers. This fails to invoke critical thinking and keeping the user engaged[23]. As a solution, gamified strategies should incorporate a variety of factual, conceptual, and procedural learning methodologies [23]. Conceptual understanding should be prioritised due to security-risks often being linked together in multi-faceted attacks [2].

Of all games reviewed and found, only Game of Threats [14] supported multiplayer which suggests there are a lack of educational, multiplayer games accessible online. According to [24], online, educational, multiplayer games are rare as it is difficult for scenarios to be built and managed as the player number scales. This paper recommends multiple scenarios are kept simple and designed for just 2-4 players as open world games tend to lose focus.

Lastly, every game that was accessible online was targeting students and employees; this suggests a lack in resources available to the public.

2.6 Related Work

The following section reviews literature related to this project's proposed solution of creating a multiplayer tabletop game.

2.6.1 Control-Alt-Hack

Control-Alt-Hack [12] is a physical tabletop card game. The core gameplay instructs players to control 'white hat' hacker archetypes to complete missions in which cyber security scenarios are exemplified.

From the feedback gathered in [12], of 450 students and 150 educators, it was shown that the social engagement was the biggest factor that positively impacted security awareness among the participants. However, the main criticism identified was that there 'there was not enough educational value which specifically tested their knowledge of vulnerabilities and penetrations techniques' [12]. This is likely due to the lack of strategy in the game, in which a conceptual strategic environment could provide a means to testing knowledge.



Figure 1: Control-Alt-Hack - Sourced from [12]

2.6.2 OWASP Cornucopia Game

OWASP Cornucopia [25] is a tabletop card game in which a deck of cards is mapped from the OWASP Top Ten and CAPEC software attack patterns. The Cornucopia card deck is used to supplement the design process of an agile, software development project. Each card is used to facilitate conversation about secure development. In a post review study [26], it was found that teams who discussed security guidelines whilst using the Cornucopia expressed more enthusiasm and enjoyment towards their work than did not, thereby exemplifying the effectiveness of gamifying a scenario.

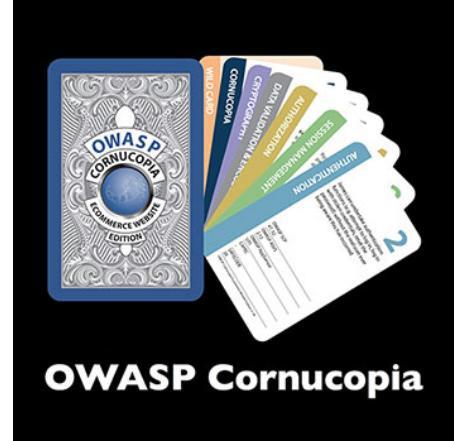


Figure 2: OWASP Cornucopia - Sourced from [25]

2.6.3 Program Wars

Program Wars [11] is a web-based 2-player game in which both players utilise a card deck related to programming principles. Because all participants were familiar with card games (and games of this nature), nearly all the 46 participants had no difficulty playing the game without a fully implemented tutorial [11]. As such, this game was successful in enabling people to connect their conceptual learning within the game-scenario to real programming language quizzes afterwards [11].

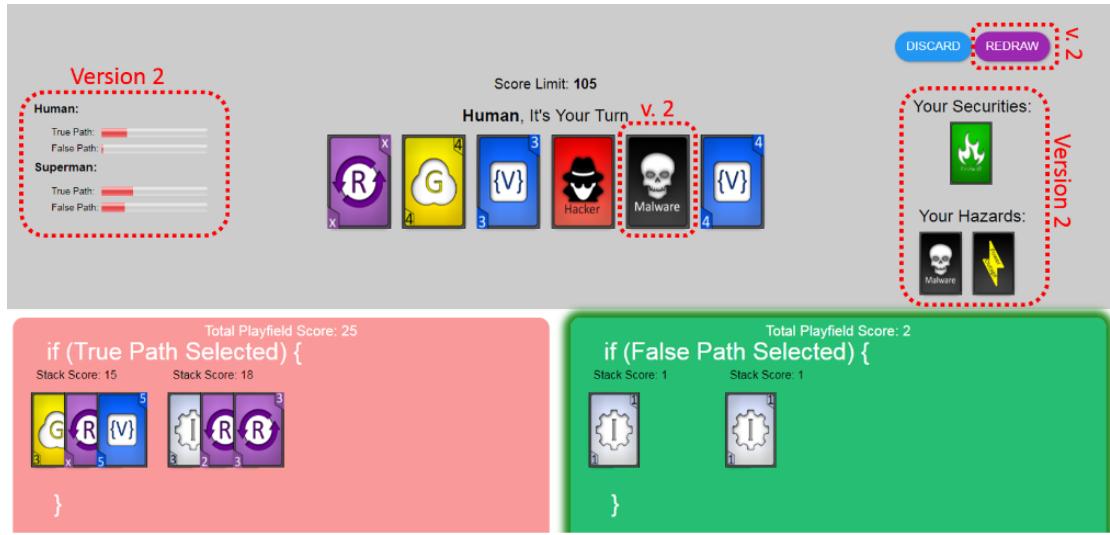


Figure 3: Program Wars - Sourced from [11]

2.6.4 Riskio

Riskio [9] is a 3-5 player tabletop card game. Riskio's core purpose is to elicit understanding in identifying threats within an office scenario. By using a combination of 'attack', 'information' and 'defence' cards, players are encouraged to identify with both sides of a cyber-attack scenario. Unlike the previous games, Riskio requires the role of a 'game master' with skilled cyber security knowledge to facilitate the learning environment.

In a post review analysis [9], this strategy was successful in eliciting a player's curiosity to read into each card to understand the core gameplay. However, it was also identified the importance of a cost function between action mechanics to create meaningful play [9].

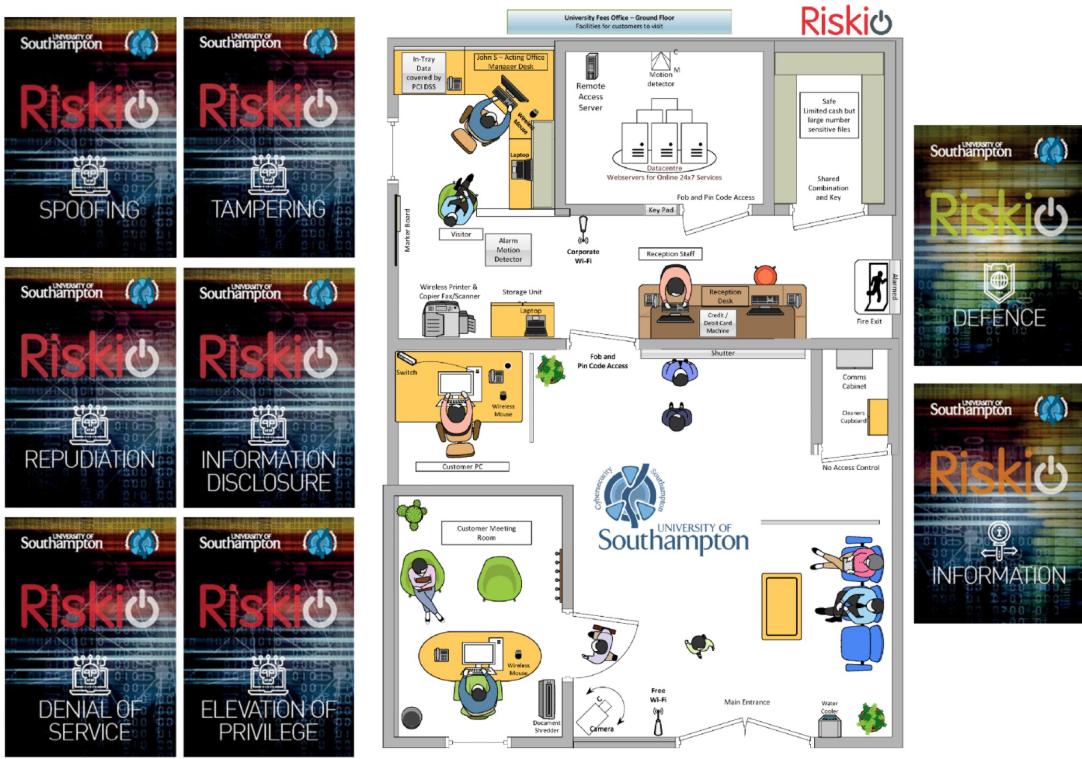


Figure 4: Riskio - Sourced from[9]

2.7 A Solution to the Problem Statement

From reviewing cyber security games, the following 8 features and gamified mechanics were identified as valuable components to make this project stand out, whilst building a solution to the problem statement.

Table 2 illustrates the comparison of these features to this project.

Feature / Mechanic

1. Multi-platform - Available on PC, Web and Mobile
2. Multiplayer - Supports online matchmaking
3. Competition - Hackathons, global challenges, or direct multiplayer
4. Educational - Incorporates an educational aspect within the game
5. Hints & Tips or Feedback - Provided by the application or from a real life ‘game master’
6. Accessible - Free and readily available online
7. Multiple Audiences - Relevant for all age categories and occupations
8. Extensible - Flexible to add new scenarios and ‘gamify’ a subject

Application vs Feature ID	1	2	3	4	5	6	7	8
Game of Threats	✓	✓	✓	✓				✓
Cyber Security Labs	✓			✓	✓	✓		
Webonauts Internet Academy				✓	✓	✓		
Targeted Attack	✓			✓		✓		
Keep Tradition Secure	✓			✓	✓	✓		
Cyber Awareness Challenge				✓	✓	✓	✓	
Cyberland	✓		✓	✓	✓	✓	✓	✓
Hacknet				✓			✓	
Classcraft	✓		✓	✓	✓			✓
This Project	✓	✓	✓	✓	✓	✓	✓	✓

Table 2: Proposed Features for this Project

2.8 Inspiration from Related Work

Building on from the feedback identified in related work, the following conclusions have been implemented in this project:

Cost Function

Regarding [9], to prevent the core gameplay not eliciting meaningful play, applying a ‘cost function’ to the underlying mechanics should add an extra depth of strategy.

Familiarity

By developing a game-type that users are already familiar with, the application should be easy to understand and adopt [11]. As such the game will be inspired from a typical turn-based board game like Chess.

Implementing Strategy

As a major criticism in Control-Alt-Hack [12] was the lack of depth. Designing a game with a ruleset of mechanics like Chess, should invoke critical thinking whilst testing the user’s acquired knowledge within the application.

2.9 Conclusion

To summarise, a cyber security game needs to be cost effective and target the specific needs and requirements of the workplace to be viable for SMBs. Where traditional training methodologies fall short, gamified strategies can offer a more cost-effective solution for teaching relevant cyber security concepts. However, many of the educational games reviewed were flawed from a lack of gamified mechanics that encourage meaningful play. Multiplayer, Challenge and Competition are some key mechanics which were missing from freely available cyber security games. Therefore, the goal is to incorporate these mechanics into an application in which scenarios can be flexibly created for enjoyment and training.

3 Requirements

In this section, personas are constructed from the stakeholders who could benefit from the proposed application. From this, requirements are identified and refined into user stories with a MoSCoW priority. These user stories are then scheduled into a Gantt Chart for project management.

3.1 Stakeholder - Personas

From the literature review, a list of stakeholders in which educational cyber security games were targeting includes:

- Students (All Levels)
 - Researchers and Professors
 - Employees (SMBs)
 - Remote Workers
 - Security Advocates
-

Persona One - Olivia - Student



Olivia is an undergraduate Physics student with a strong interest in web development. As such, she would like to learn more about the most common web application security risks.

Olivia also wishes to make her parents more cyber security aware as her own father has succumbed to phishing emails whilst working from home.

As her Dad suffers from colour blindness, she requires a colour-blind friendly game in which she could learn the rules and play with her father.

Olivia could benefit from the application by playing out multiple scenarios with her father. This would inform her about secure web-development, as well as engaging her father with the world of cyber-security.

Figure 5: Source - [27]

Persona Two - Ben - Software Consultant



Ben is a software consultant for a medium-sized business. Although he has a degree in Computer Science, he is not an expert in cyber security.

Ben would like to develop software for his clients that is as secure as it is usable. Since this is done in a team, Ben would like to encourage his co-workers to participate in keeping up to date with current security trends.

His requirements are free, lightweight training material as he does not have the required funding, or time, to hire an expert security consultant.

Figure 6: Source - [28]

To benefit his goal, the application will have multiplayer that will encourage his employees to challenge each other in a stimulating way.



Persona Three - Samira - Security Analyst

Samira is a senior level security analyst who completed her PhD on using gamification to teach security.

As an expert in her field, her passion for cyber security extends to all her colleagues, friends, and family. She has a strong desire in raising awareness and eliminating the human error which lead to most security exploits.

Samira would benefit from the application by using it as a framework to map alternative cyber-risk scenarios, thus creating a training tool. Furthermore, she could use the application as a foundation to further her own research in gamification techniques.

Figure 7: Source - [29]

3.2 Functional Requirements

The following requirements are necessary features that the application requires to reach a minimum viable product.

ID	Requirement	Description	MoSCoW
1	Multiplayer	Multiplayer turns between connected users	Must
2	Matchmaking	Users can host and join a game session	Must
3	Quit / Leave	Users can leave at any point	Must
4	Web Accessible	Playable on a web browser	Should
5	View Units	Users can see the status of all units	Should
6	View Description	Units and moves have an explanation	Must
7	View History	Users can see the game sequence	Must
8	Complete	Users can play a full version of the game	Must
9	Clear Goal	Gameplay loop and objectives are clear	Must
10	Single Player	Users can play single player	Won't
11	Movement	Units move with varied distances correctly	Must
12	Unit behaviour	Units have unique stats, moves and abilities	Must
13	Tutorial	Users can learn the rules and mechanics easily	Must
14	Gamification	Gamification mechanics should incite learning	Must
15	Challenge	The game should invoke critical thinking	Must

Table 3: Functional Requirements

3.3 Non-Functional Requirements

The following requirements outline how the application should perform.

ID	Requirement	Description	MoSCoW
16	Availability	Cross-platform playable (e.g. Tablet to Desktop)	Could
17	Ease of use	Easy to learn, understand and use	Should
18	Accessibility	Compliant with WCAG 2.1 and colour-blind friendly	Should
19	Secure	Playable on a secure website domain	Should
20	Correct	Factually correct in any cyber security concepts explored	Must
21	Performance	Gameplay should be 30 fps with low multiplayer latency	Must
22	Scalable	Scalable to support more than 2 players at any given time	Should
23	Learning	Users can learn deeper cyber security principles	Must
24	Extensible	Flexibility to add different scenarios, units, and abilities	Won't
25	Feedback	Provides feedback based on performance (e.g., Chess)	Could
26	Music	Good music that fits the theme and aesthetic	Should
27	Animations	Unit movement and abilities have satisfying animations	Should
28	Enjoyable	Depth of mechanics & dynamics that create meaningful play	Must

Table 4: Non-Functional Requirements

3.4 User Stories

The following user stories are derived from the functional, and non-functional, requirements (linked by the **ref** column). They illustrate the specific features the application should have in accordance to their MoSCoW priority.

ID	As a (role)	I want a/to.. (feature)	So that I can... (benefit)	MoSCoW	Ref	Difficulty
1	General User	View a unit's stats (HP/Defence)	Know who to attack	Must	5,6	Low
2	General User	View an ability's range, damage & cost	Know what I can do	Must	5,6	Low
3	General User	View a colour-blind friendly UI	Interact with the application easily	Should	18	Low
4	General User	View a unit's movement range	Where I can move to	Must	8, 11	Medium
5	General User	View a unit's ability attack range	Know who I can reach	Must	8, 11	Medium
6	General User	Move a unit	Attack a target	Must	8,12	High
7	General User	Attack a target	Kill an enemy unit	Must	8,9	Medium
8	General User	Disable the target	Prevent them from moving	Must	12	Medium
9	General User	Defend an ally unit	Prevent them from dying	Must	12	Medium
10	General User	Click on a move description	Learn more about the attack nature	Must	6	Low
11	General User	Click on a unit	Learn more about the attack vector	Must	7	Low
12	General User	Click on and view a history log	Follow the game's sequence of events	Should	7,17	Low
13	General User	Click on a unit map	Know how units relate to each other	Could	17	High
14	General User	View the units remaining	I know what units I can still move	Should	5	Low
15	General User	Pan the camera and/or zoom in	See the map from different angles	Could	18	Medium
16	General User	Unique animations for each ability	Differentiate abilities	Could	27	Very High
17	General User	Varied unity abilities	Enjoy varied gameplay	Could	12,24	High
18	General User	An intermediate tutorial	Quickly learn how to play	Should	13	Very High
19	General User	A help / status bar	Understand the gameplay	Should	13,23	Medium
20	General User	Multiplayer functionality	Host and join a session	Must	1,2,22	Very High
21	General User	Single player functionality	Play solo	Won't	10	N/A
22	General User	Quit / leave the session	Play with a friend	Must	3,8	Low
23	General User	Win or lose	Finish a game session	Must	8,9	Low
24	General User	Play on Desktop	Play on my PC	Must	16	Medium
25	General User	Play on Web Browser	Play on my browser	Should	4, 16	Medium
26	General User	Play on Tablet	Play on my tablet	Should	16	Medium
27	General User	Hear gameplay music	Become immersed within the game	Should	26,28	Medium
28	General User	Be able to play lag & bug free	Feasibly play the game	Must	21, 28	High
29	General User	Purchase & upgrade new units	Have a deeper reason to keep playing	Could	12,24	Very High
30	Employee	Receive feedback after a game	Know how to play better next time	Could	25	Very High
31	Employee	Play cross-platform sessions	Organise fun, training sessions	Could	1,2,16	High
32	Student	Learn about the OWASP #10	Understand attacks and mitigations	Must	20,23	Low
33	Researcher	Create new scenarios	So I can train & inform my friends	Should	14, 24	High

Table 5: Identifying User Stories

3.5 Constraints and Limitations

- The application must be optimised to run on a web browser with weaker graphics hardware (e.g. mobile devices)
- The WebGL 2.0 specification [30] has varied levels of support for different web browsers
- The application will require UI rescaling for different browsers; two aspect ratios of 16:9 and 4:3 will be prioritised
- The game must be fully playable with one button mapping to support touch screen gameplay
- Given the development time limit, only one game scenario will be created
- Due to Covid19, it will not be possible to evaluate a physical paper prototype of the application
- It will not be possible to iteratively improve the game's mechanics from sufficient playtesting

4 Design

This section provides a top-level overview of the physical design, game-sequence, and core components of the application.

4.1 Prototyping the Application

Figure 8 presents the initial wire-frame prototype of the application. Attack and Defence cards represent unit abilities which are explored in the following section.

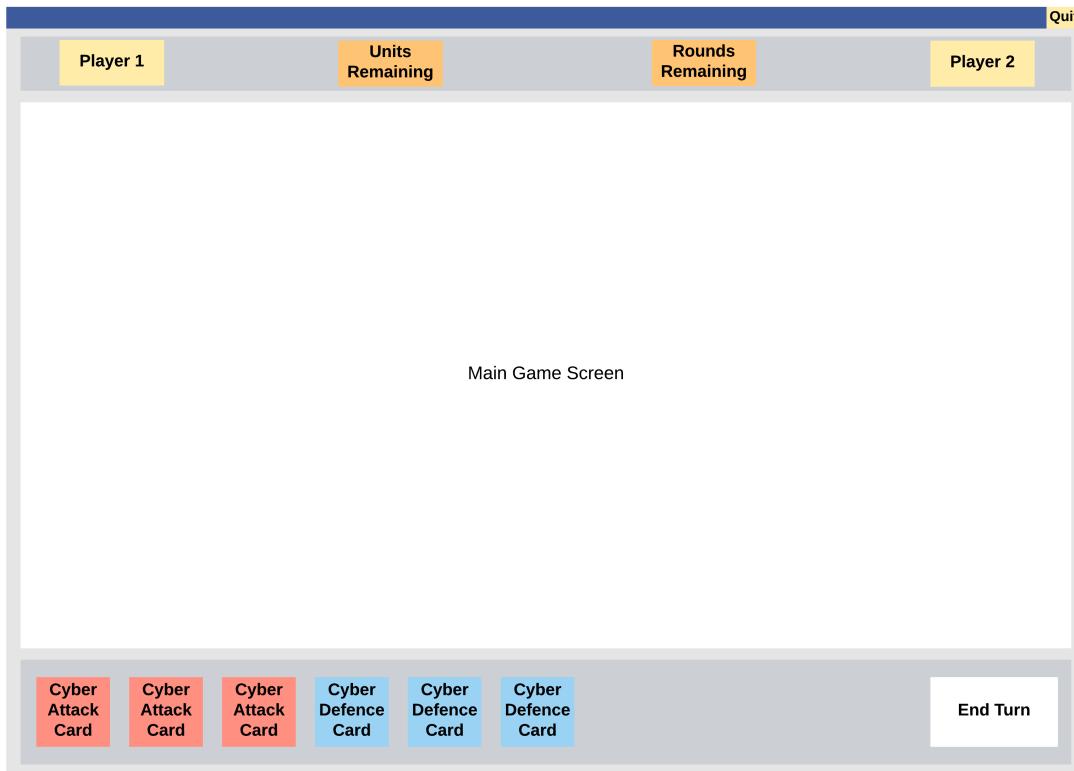


Figure 8: Wire-frame of Application

4.2 Applying the MDA Framework

The MDA (Mechanics, Dynamics, Aesthetics) framework [7] is the most well-known framework to identify the requirements of building a game. It is an iterative process in which the mechanics of the game are first outlined, and evaluated, to see what game-play loops (dynamics) emerge. Finally, the dynamics are mapped to a target aesthetic e.g., the scarcity of resources is an important dynamic for a survival title.

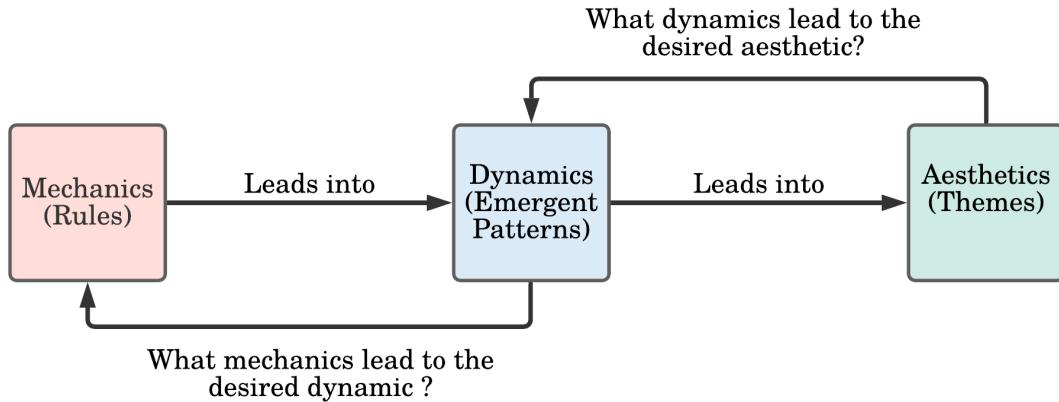


Figure 9: The Mechanics-Dynamics-Aesthetics Model [7]

4.2.1 Mechanics

The mechanics are the basic rules and actions a player can do within the game world [7].

They are as follows:

- Action Point (AP) represent a cost function for unit abilities
- Movement possibilities are blocked by enemy and friendly units
- Units can only attack once and move once per turn
- Units cannot move after attacking
- Units have a maximum defence which cannot be restored past this threshold
- Health points (HP) cannot be restored
- When a unit reaches 0 HP, it will be removed from the game world
- Each movable unit has 2 abilities, whereas the static units (database / web server) cannot directly be interacted with
- Abilities are limited by a distance range and can be blocked by other units
- Abilities can damage HP, defence, bypass shields, restore defence and disable other units
- Disabling a database / web server unit will halt AP gain for one turn
- Disabling movable units will prevent them from acting for one turn
- Abilities have unique effects versus certain units (e.g. SQL Injection deals critical damage to the database server)

4.2.2 Dynamics

The dynamics can be thought of as ‘the emergent behaviour that arises from gameplay when the mechanics are implemented’ [7].

They are as follows:

- Players may choose to target the web server/database to reduce AP gain
- Players may use shield destroying moves on heavy units
- Players may use cheaper moves or decide to save their AP
- Players may physically block units to protect them
- Players may use the bypass defence move to target units with a lot of defence but little HP (e.g. web server)
- Players may refer to the unit information to discover which moves have unique effects on certain units

4.2.3 Aesthetics

The aesthetics can be thought of as ‘the emotional response a game should illicit from the player’ [7].

They can be broken down into:

- Sensation (emotion-invoking)
- Fantasy (immersion)
- Narrative (story - rich)
- **Challenge (puzzles / obstacles)***
- **Fellowship (co-operative / multiplayer)***
- Discovery (open world)
- Expression (character creation)
- Submission (simulations)

* Where Fellowship and Challenge are the two key target Aesthetics for the purpose of this application.

4.3 Mapping the OWASP Top Ten to Game Mechanics

Figure 10 represents the choice of mapping security risks, exploits and mitigations to in-game mechanics. A description and justification of these mechanics are explored in section 5.8. The OWASP Top Ten was chosen as it represents a broad consensus of the most common web application security risks [6].

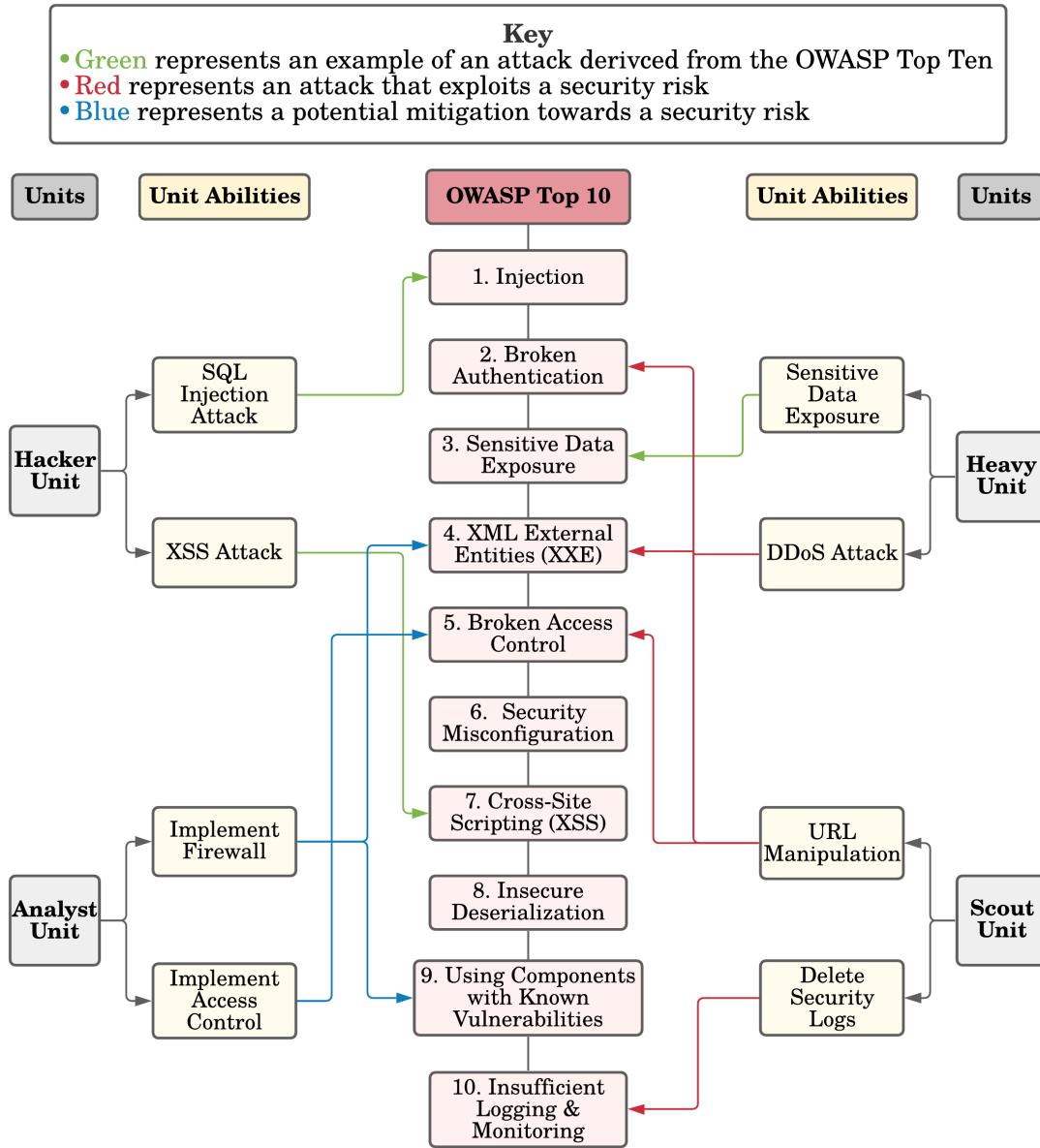


Figure 10: Mapping the OWASP Top 10 to Game - Mechanics

4.4 UML Modelling - A Class Diagram Representation

Figure 11 represents the core components of code within the application but omits all testing, utility, and helper scripts.

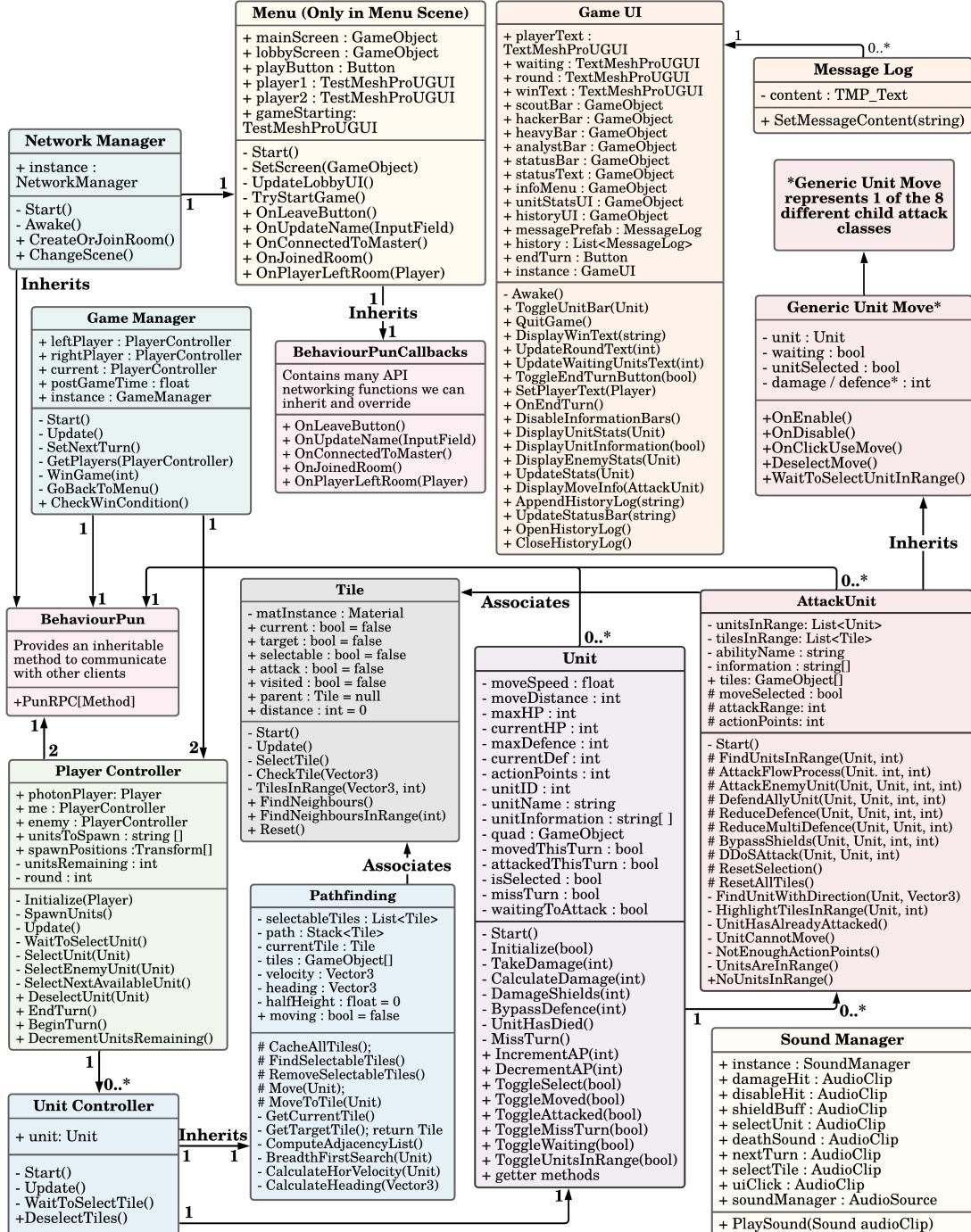


Figure 11: A Class Diagram Representation

4.5 Mapping the MDA Framework to Class Functions

Figure 12 maps components that relate to the MDA framework. Due to Aesthetics being an emotional product of the game, in this diagram it represents the physical assets and UI that the player interacts with.

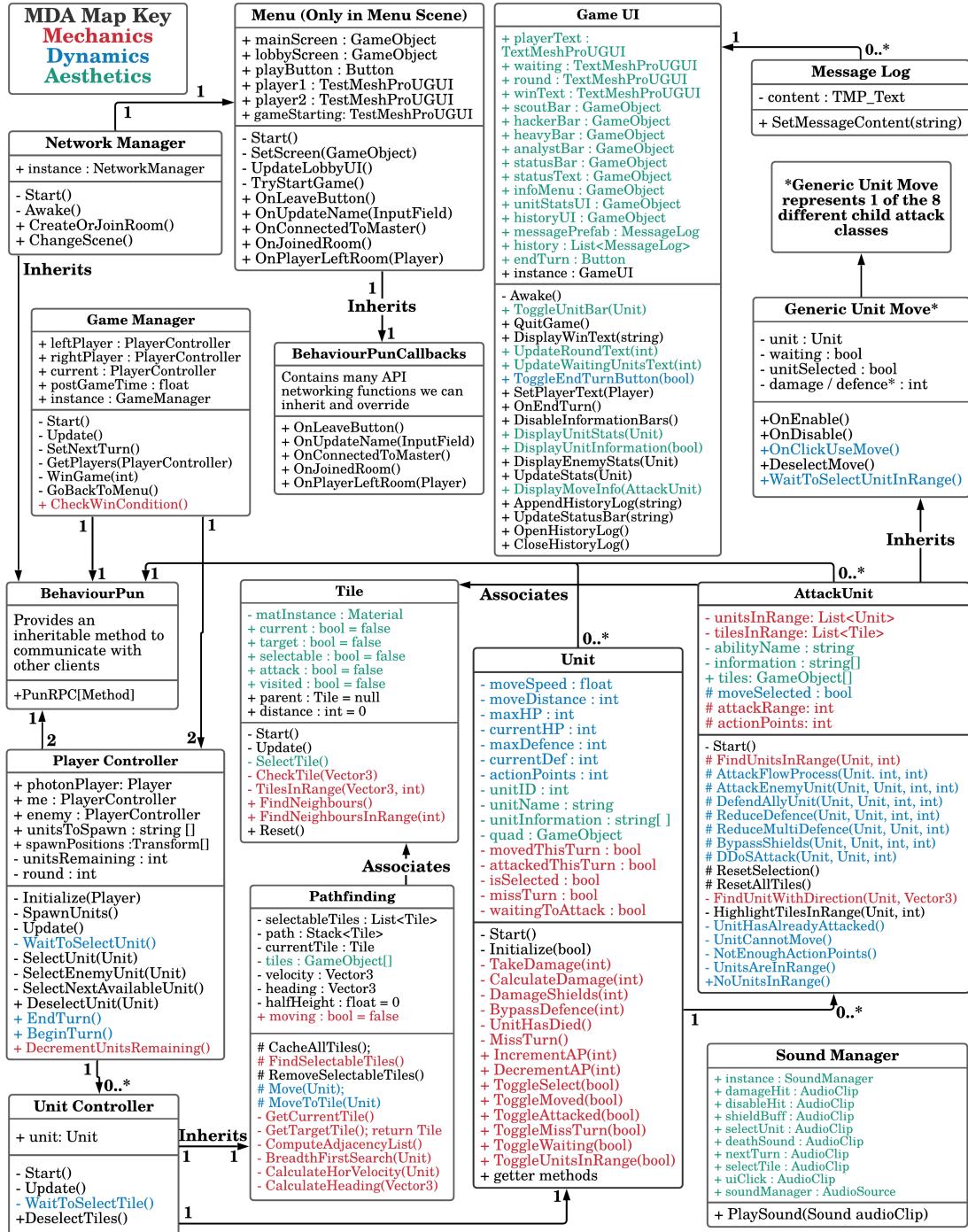


Figure 12: Mapping the MDA Framework to Class Functions

4.6 Description of Components

With reference to figures 11 and 12, an explanation of the core classes and components are as follows:

Game Manager - a singleton instance of this class forms the backbone of the game as it controls the game's flow sequence, turn-manager, and game scene.

Behaviour PUN Callbacks - provides networking functions that enable multiplayer functionality. This class is provided by the Photon Unity Networking 2 API.

Network Manager - a singleton instance of this class inherits the PUN2 API to handle hosting, joining, and leaving a room.

Sound Manager - a singleton instance of this class provides functions to invoke sound effects.

Menu - awaits user input (from within the game menu) to invoke functions within the Network Manager.

Game UI - handles the transition and display of the UI components.

Player Controller - listens for player input once per frame which allows unit selection. This also manages the players-turn and status of all units. A singleton instance of this class is instantiated for each player.

Unit Controller - enables tile selection and unit movement by inheriting functions provided from the Path-finding class. Each unit has an instance of this class.

Path-finding - utilises Breadth First Search to find a list of tiles that a selected unit can move to. It checks each tile for occupation, and then highlights it green if it is a valid destination. The path-finding functions within this class were adapted from a tutorial available at Game Programming Academy [31].

Unit - contains unit information (e.g., health, defence), and functions relating to receiving damage, restoring defence and the unit's status. Each unit has an instance of this class.

Attack Unit - provides functions for finding units in range, attacking, and defending units. It associates with the Tile class to accomplish this.

Generic Unit Move - represents the 8-unit abilities which are derived from the OWASP Top Ten (e.g., SQL Injection). These scripts inherit from Attack Unit for shared functionality and are invoked by buttons in the UI.

4.7 UML Modelling - Activity Diagram

Figure 13 demonstrates the typical sequence of two players joining a game, match-making and then the taking turns until one player wins.

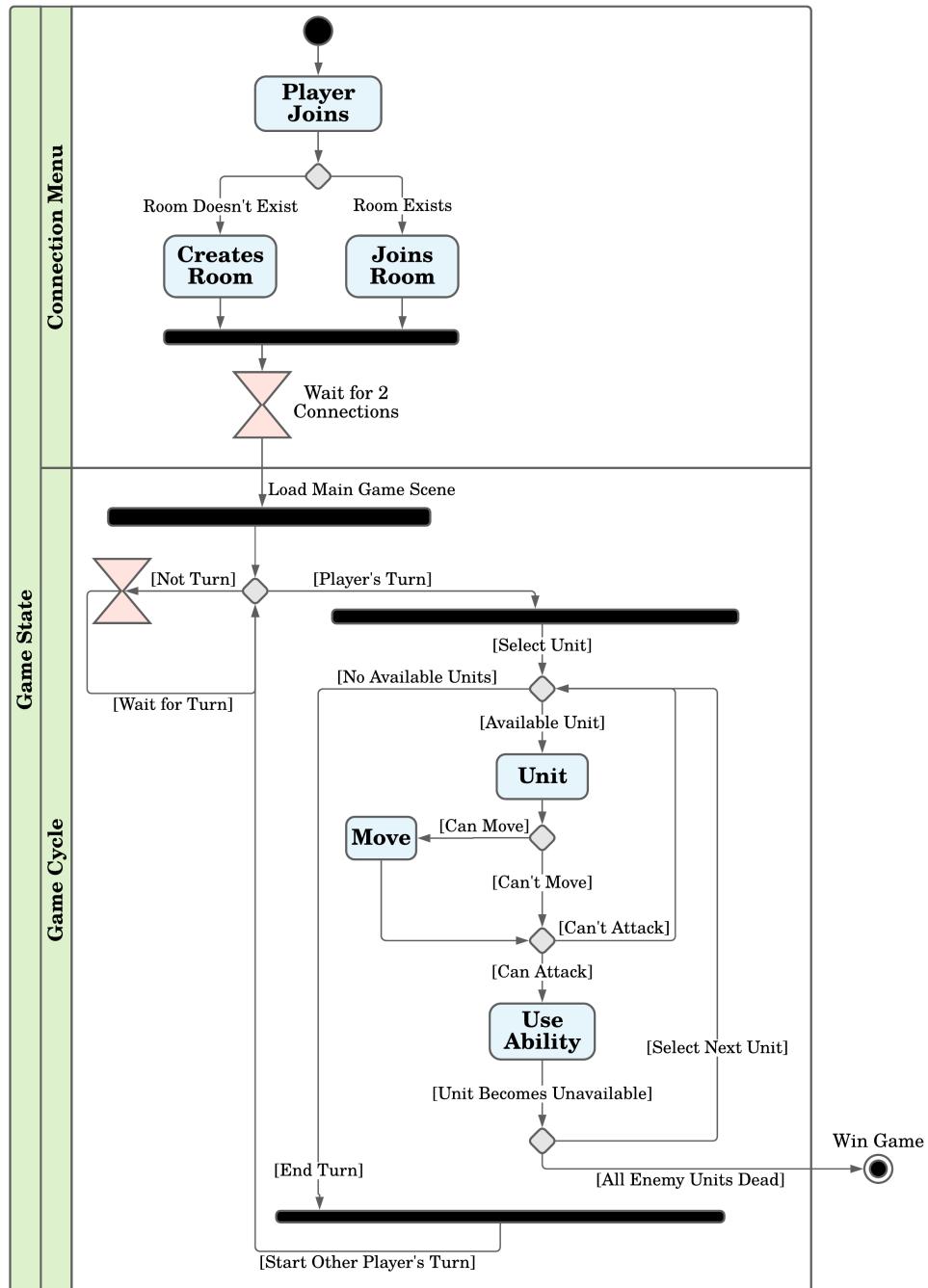


Figure 13: Activity Diagram of a Typical Match

4.8 Visual Design, Contrast and Accessibility

To facilitate an immersive game-like experience, the UI and application needs to fit the theme of cyber security. As such, a colour palette was derived from NieR: Automata – a similarly themed title pivoted around machine intelligence. To ensure visually suitability for the web, the following complimentary and harmonic colours were incorporated into the background [32].

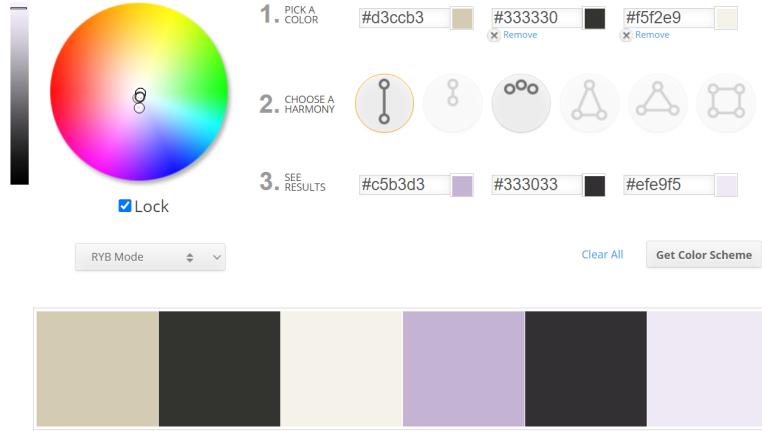


Figure 14: Identifying Complementary and Harmonic Colours

The Web Content Accessibility Guidelines (WCAG 2.1) requires that small text has a minimum contrast ratio of 7:1 [33]. All text used within the application has a contrast ratio of 18.75:1 and 13.05:1 which is compliant for all font-sizes.

Contrast Checker

[Home](#) > [Resources](#) > Contrast Checker

Foreground Color
 #000000
 black
 Lightness

Background Color
 #F5F2E9
 white
 Lightness

Contrast Ratio
18.75:1
[permalink](#)

(a) Larger Text [34]

Contrast Checker

[Home](#) > [Resources](#) > Contrast Checker

Foreground Color
 #000000
 black
 Lightness

Background Color
 #D3CCB3
 light beige
 Lightness

Contrast Ratio
13.05:1
[permalink](#)

(b) Smaller Text [35]

Figure 15: Contract Checking Text for Readability

4.9 Colour Blindness

Approximately 1 in 12 men (8%), and 1 in 200 women (0.5%), experience some form of Colour Vision Deficiency [36] which exemplifies the importance of designing with accessibility in mind.

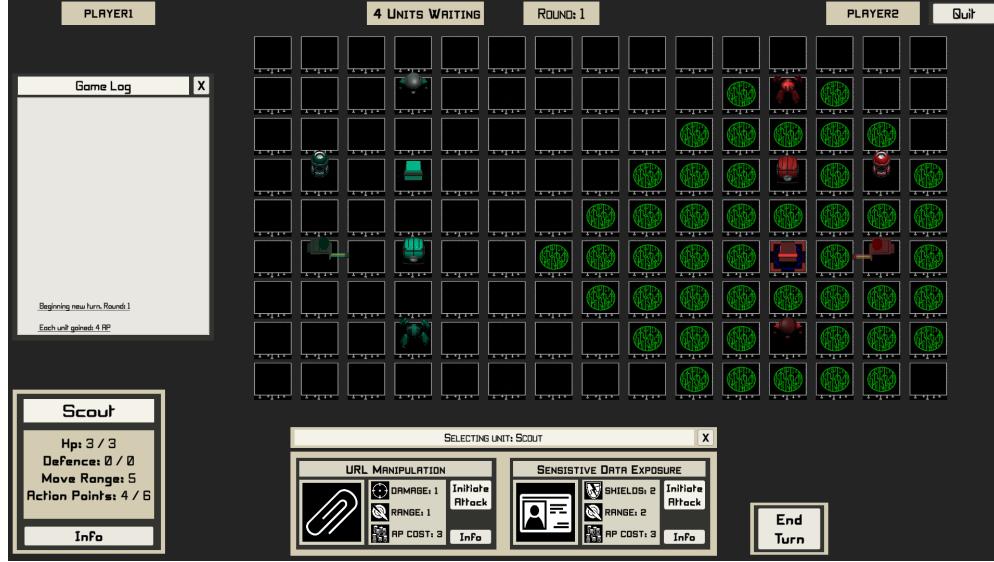


Figure 16: Initial Colour Scheme non-adhering to Accessibility Guidelines

Figure 16 presents the initial design and choice of unit-colour before amending these changes with a colour-blind friendly palette [37], and background pattern [38] generated specifically to better contrasts the game-scene.



Figure 17: Revised Colour Scheme for the Desktop Application

4.10 Designing for the Web and Mobile

Due to technical limitations of rendering the tile design in WebGL, an alternative simpler build was developed for WebGL.

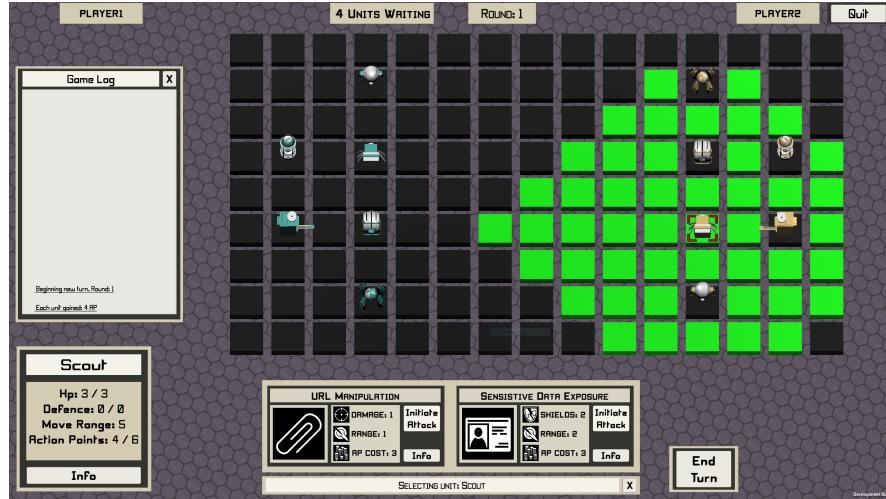


Figure 18: WebGL Build (16:9 Aspect Ratio)

To run on different devices, the application's UI supports the standard monitor aspect ratio of 16:9, ultra-wide 21:9, as well as 4:3 for a standard tablet device. All controls support touch screen with a point-and-click button mapping.

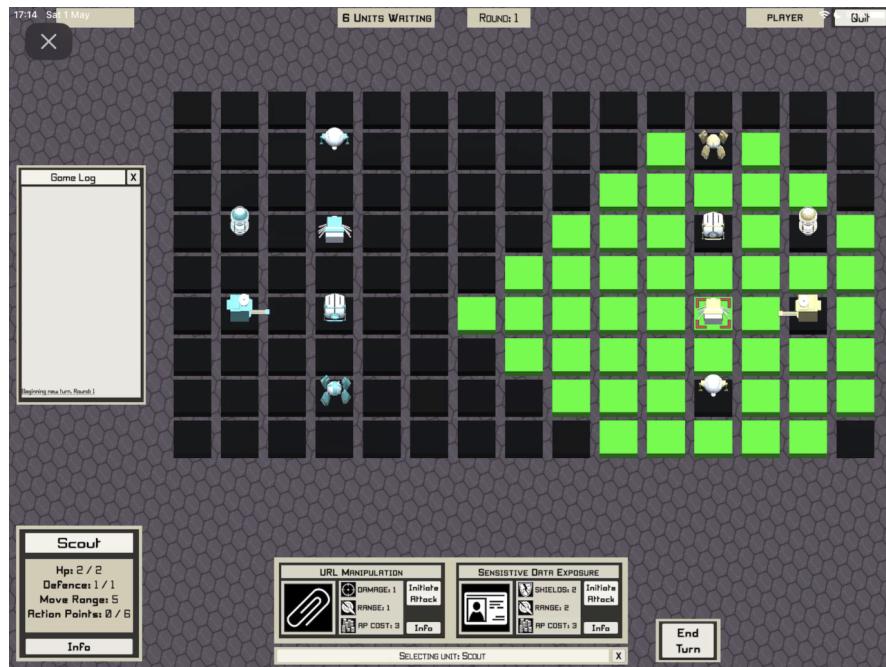


Figure 19: WebGL Mobile Build (4:3 Aspect Ratio)

4.11 Design Patterns for Unity & C#

The following section exemplifies the recommended design patterns for Unity.

4.11.1 Component Design Pattern

Unity is a component-driven engine, in which game objects, scripts and functions are broken down into smaller sub-components [39].

The ‘Unit’ game object is a good example of this as, all unit functionality (stats, movement, networking, rigid bodies and mesh colliders), are broken down into sub-components and stitched together - Figure 20. Like object-orientated programming, this approach enables components to be decoupled, re-arranged, and re-used easily.

Furthermore, unit stats, information and abilities are saved as prefabs which can be modified within the inspector freely. This allows for the creation and entirely new units / scenarios without any extra programming required.

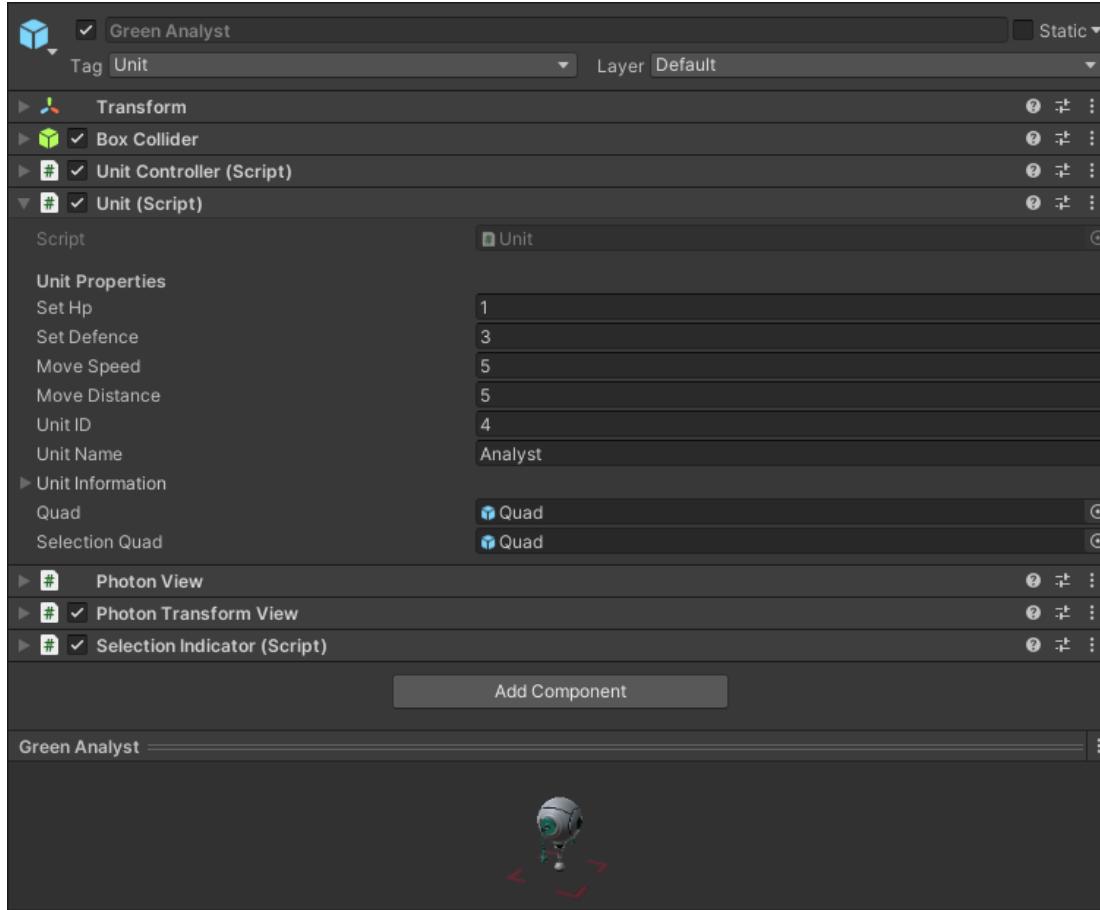


Figure 20: Example of Unit Components

4.11.2 Singleton Design Pattern

The singleton pattern involves creating a public static reference (of a non-static class) such that only one instance of that class exists [39]. This is useful for game managers as it is not possible to instantiate static classes. However, having a single, static reference is versatile in that it stores important information about the state of the game, and can be publicly invoked by other components without duplicate instances.

```
public class GameManager : MonoBehaviour {

    // Singleton instance of the Game Manager
    public static GameManager instance;

    // Assign instance upon initialisation
    private void Awake() => instance = this;
}
```

Figure 21: Applying the Singleton Pattern

4.11.3 Flyweight Design Pattern

The flyweight pattern is designed to save memory by re-using instances of the same object [39]. For example, each time a tile changes colour, if a material instance is not saved and re-used, a new material object would be created which leads to unnecessary memory losses.

This is important because as the size of the game scales (with hundreds of tiles), lag spikes will occur more frequently as the garbage collector must be invoked to remove old material instances.

```
private Material _matInstance;

// Cache material component on initialisation
private void Start() {
    _matInstance = GetComponent<Renderer>().material;
}

// Re-use material instance each time the tile is updated
public void MarkSelectable() {
    selectable = true;
    _matInstance.color = Color.green;
}
```

Figure 22: Applying the Flyweight Pattern

5 Implementation

Unity [40] was chosen as the development environment because it provides functionality for exporting to a vast range of platforms – including WebGL [41]. Phaser3 [42] was considered as an alternative, web-development based solution. However, Phaser3 is a relatively young open source project whereas Unity has the largest online community, ample resources, and integration for supporting frameworks.

5.1 Multiplayer with Photon Cloud

Photon Cloud provides a software as a service solution to host cloud servers free up until 20 concurrent players [43]. For more scalable solutions, Photon Cloud requires paid services.

Photon Cloud is supported by Photon Unity Networking 2 (PUN2) [44], an API which enables developers to integrate multiplayer functionality into their games. PUN2 was chosen as it has strong integration with Unity and supports cross-platform networking.

Mirror [45] was considered as an alternative open source library which was built to replace Unity’s previous deprecated multiplayer libraries (UNET). Although Mirror is completely free to use, relatively simple and highly covered, it does not provide functionality or cloud services for externally hosting a game server. As this would require running a server constantly, this is would not be a viable long-term solution.

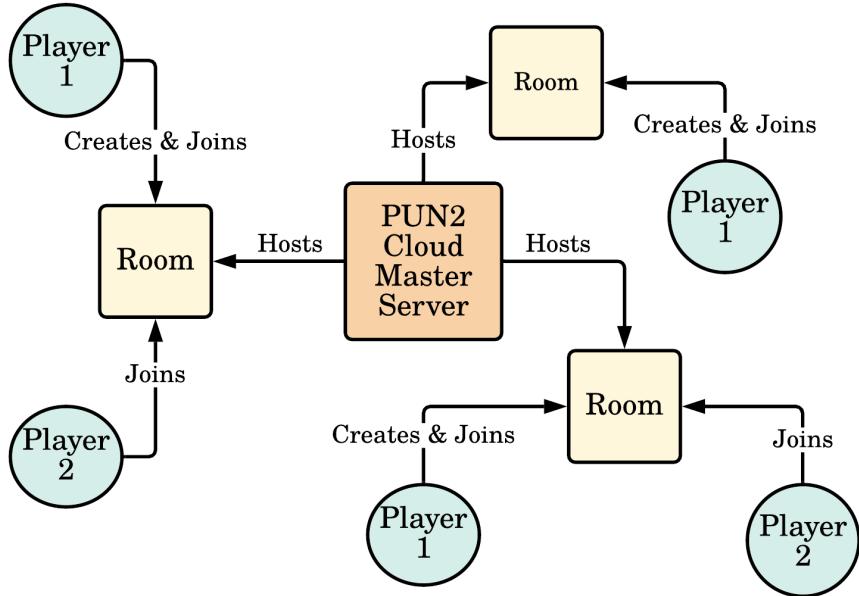


Figure 23: PUN2 Architectural Design

5.2 Photon Unity Networking 2 Architecture

PUN2 follows a classic server - client model (Figure 23). When a client connects to the Photon network, it invokes the ‘*JoinOrCreateRoom()*’ function which connects the client to a non-full room (if it exists), or creates one if there are no rooms available.

The first client that creates a room becomes the ‘master’ client which is responsible for hosting the game. If the master client disconnects for any reason, the next available client (if present) is promoted to a new master client. However, since this project is designed for two players, it returns the other player to the main menu and ends the room session.

5.3 Remote Procedure Calls (RPCs)

PUN RPCs [46] enable client - client communication in which programmed functions can be invoked on the opponent’s client remotely. As both clients are running different, independent images of the game, RPCs are necessary to maintain concurrency by matching these images and state variables. For example, after a unit has attacked another unit, it will remotely call “Take Damage” to invoke the function on the recipient client.

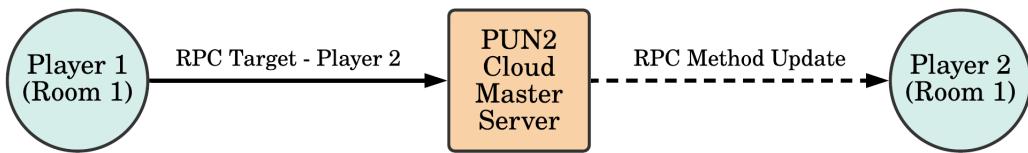


Figure 24: RPC Communication to the Other Client

By calling ‘*RPC Target.All*’, the function is executed on all clients connected in the room - including the origin client. This is the most often case as many multiplayer functions are state-changing (such as beginning a new turn and editing a unit’s variables).

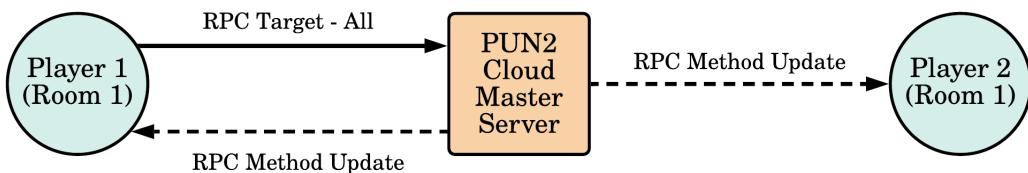


Figure 25: RPC Communication to All Users

5.4 Opening the Application

Figures 26 & 27 present the welcoming scene which enables auto matchmaking. In an earlier iteration, a lobby search system was created for 4-player games, however this was reduced as it's not necessary for 2-player games.

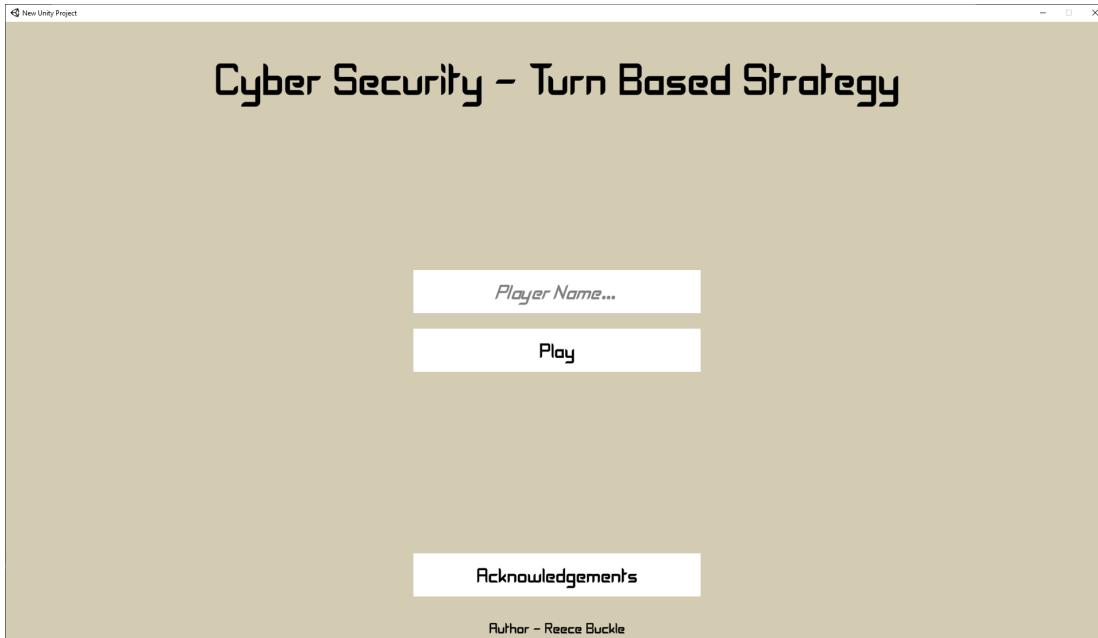


Figure 26: Welcome Menu

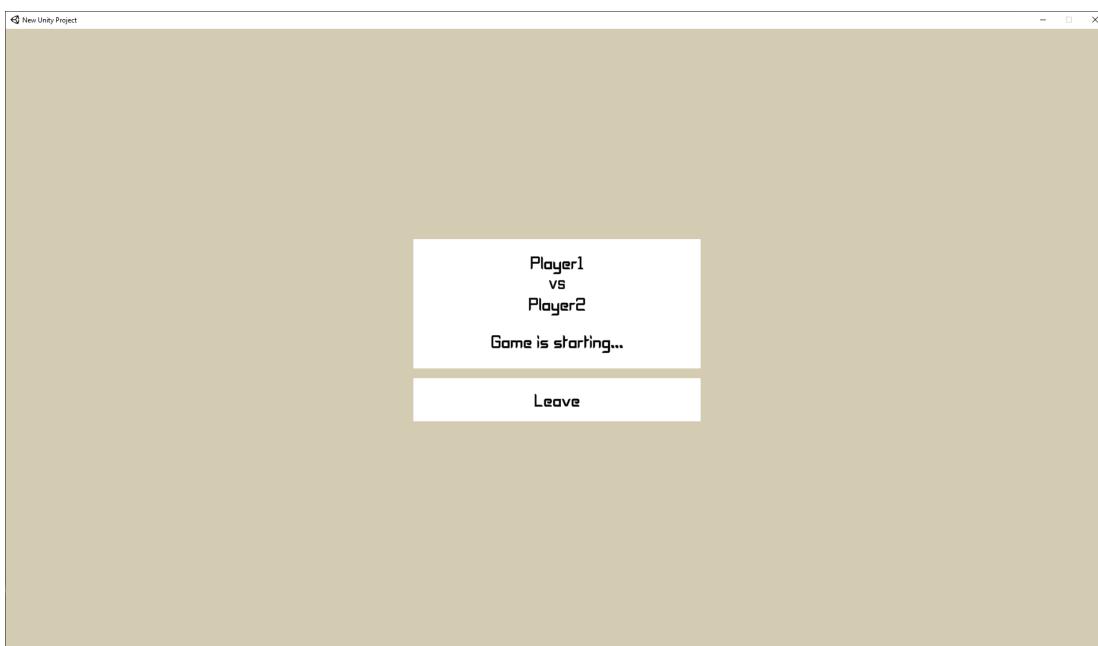


Figure 27: Connection Screen

5.5 Implementation of Unit Movement

A unit's movement distance parameter can be freely changed for any unit by setting its movement range within the inspector. Figures 28 & 29 demonstrate the range of tiles a selected unit can move to. Note these are blocked by other units.

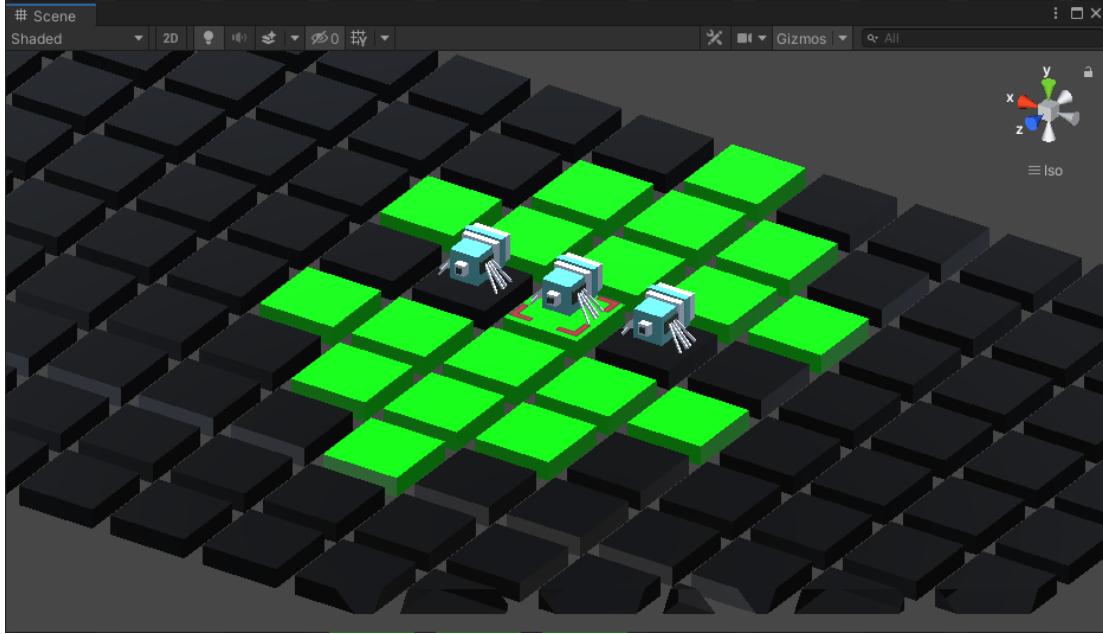


Figure 28: Movement Options for a Test Unit with Range: 3

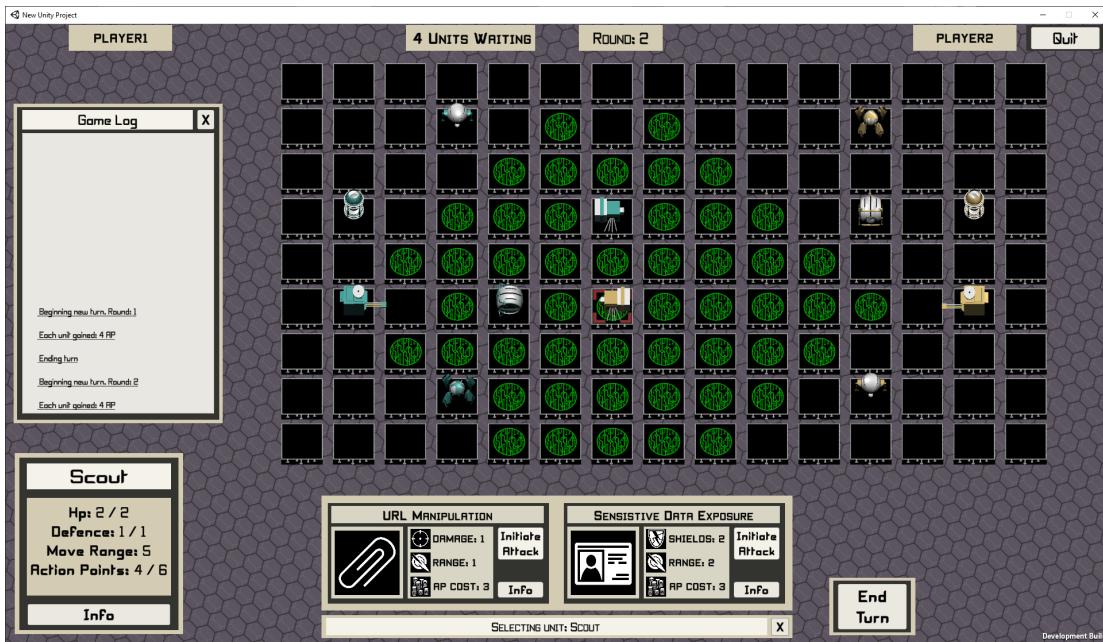


Figure 29: Movement Options for a Scout with Range: 5

5.6 Movement Mechanics - Breadth First Search

To calculate the selectable tiles in range of a unit, Breadth First Search (BFS) was implemented as it always returns the shortest path to the destination.

When a unit is selected, a ray-cast is sent below to find the tile underneath. From this tile, four more ray-casts are emitted north, east, south, and west to discover any neighbours. If these neighbours are walkable, they are added to adjacency list attached to that tile. Occupied tiles are ignored.

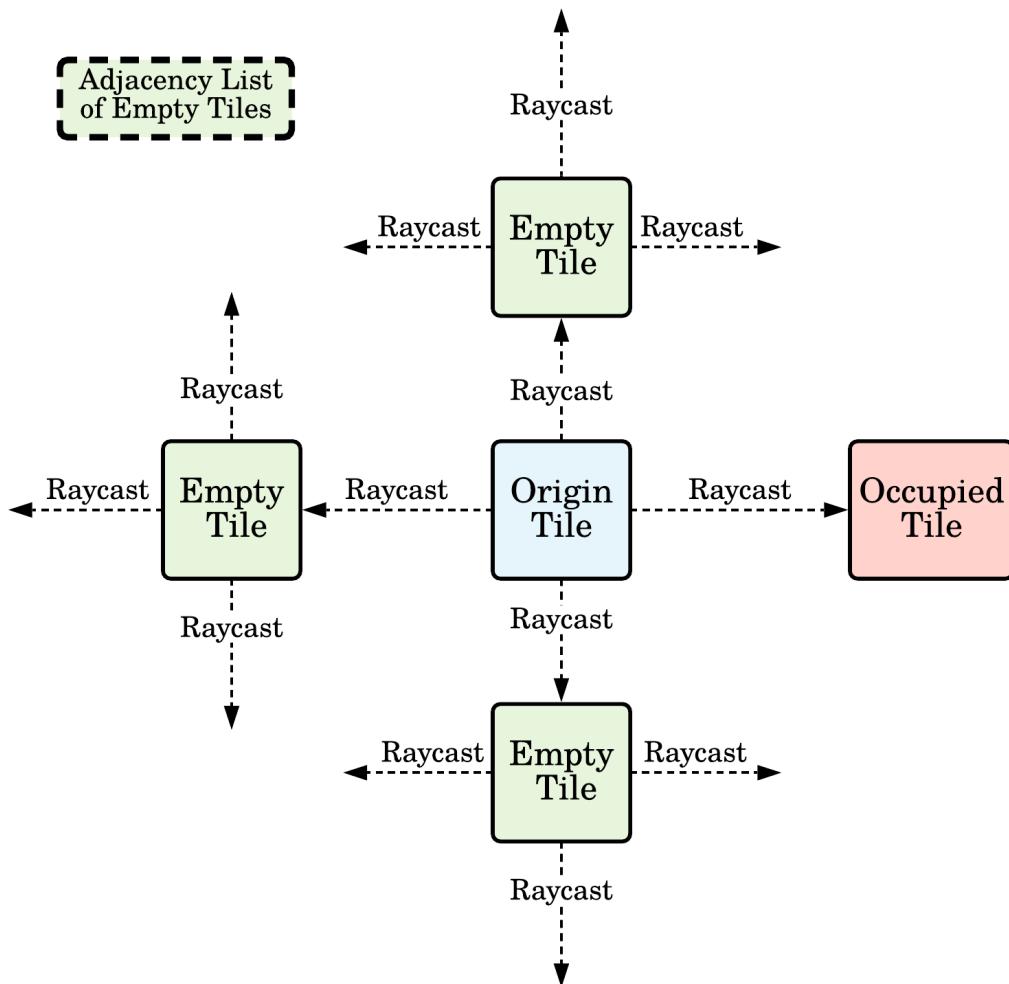


Figure 30: Ray-casting to Adjacent Tiles

BFS utilises a queue data structure. The origin tile is enqueued first. This is then dequeued such that it is marked as selectable, and all adjacent (walkable) tiles are processed. Each tile is marked as visited so that these tiles are not checked twice. See Figure 31 for a diagrammatic representation, and Figure 33 for the implementation.

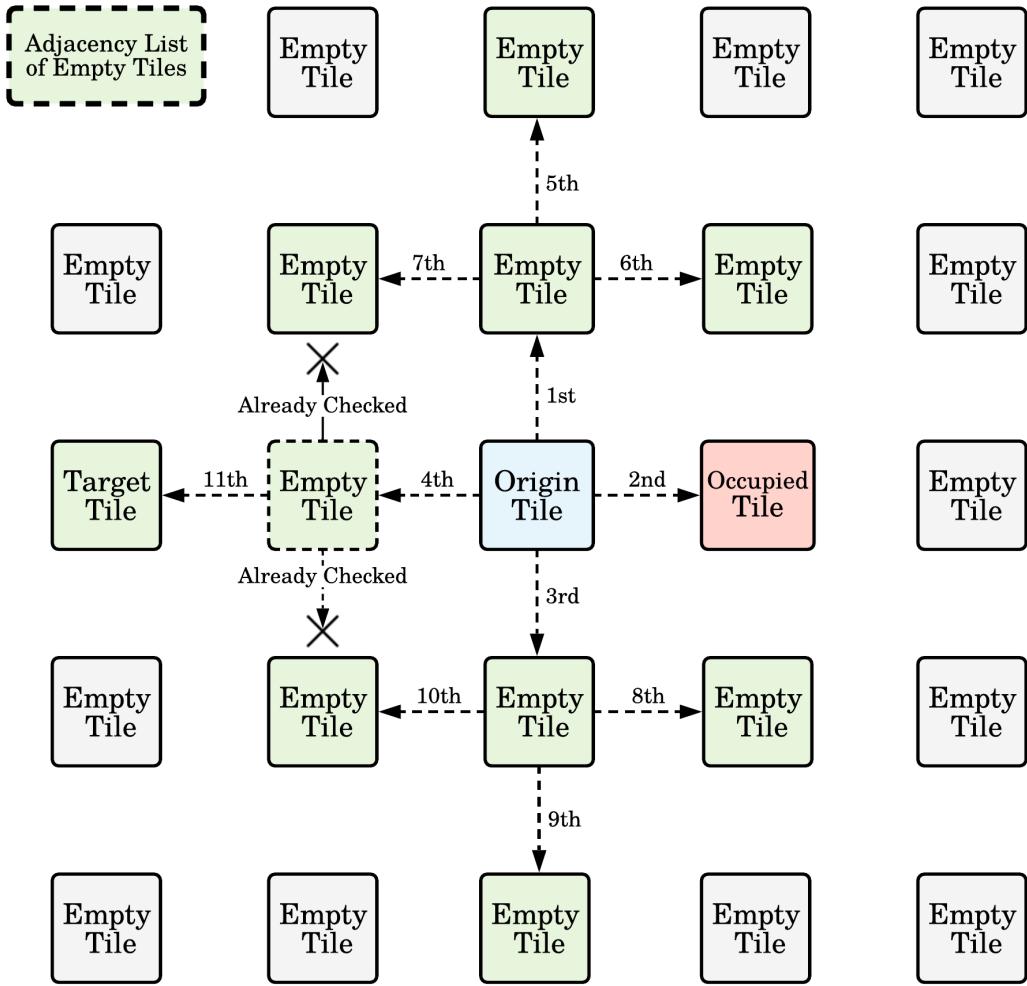


Figure 31: Finding Selectable Tiles via Breadth First Search

As each adjacent tile that is processed, its parent tile is assigned to it. When a target tile is selected, its parent is recursively accessed until we arrive back at the origin tile. This always returns the shortest path to the destination.

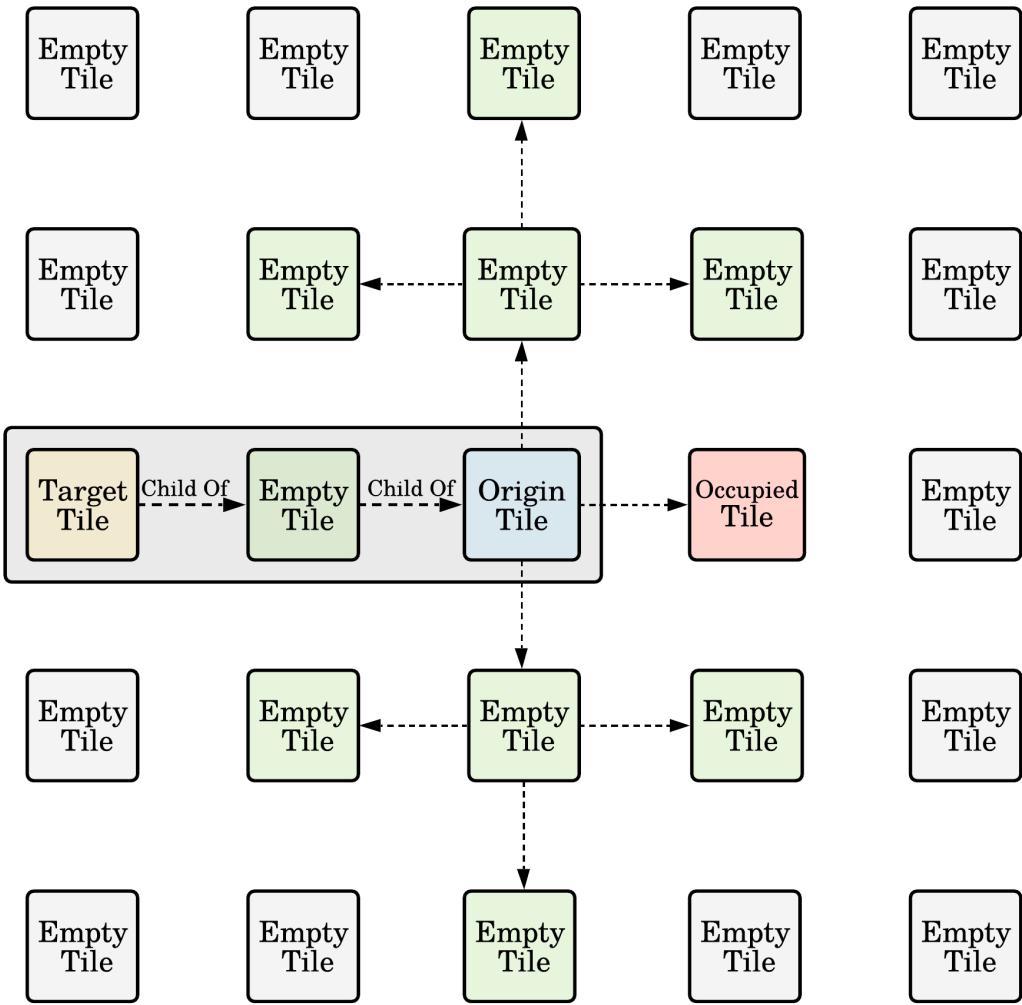


Figure 32: Finding the Shortest Path to Target Tile

Figure 33 describes the programming implementation of Breadth First Search.

```
private void BreadthFirstSearch(Unit unit) {  
  
    Queue<Tile> tiles = new Queue<Tile>();  
  
    // Enqueue tile underneath selected unit  
    tiles.Enqueue(currentTile);  
  
    // Mark as visited so tile is not processed twice  
    currentTile.visited = true;  
  
    // Begin dequeuing whilst enqueueing adjacent tiles  
    while (tiles.Count > 0) {  
  
        // Dequeue the first tile and mark as selectable  
        Tile tile = tiles.Dequeue();  
        selectableTiles.Add(tile);  
        tile.MarkSelectable();  
  
        // If tile is outside of range, check next tile in  
        // the queue  
        if (tile.distance >= unit.GetMovementDistance())  
            continue;  
  
        // Search the 4 adjacent tiles  
        foreach (Tile t in tile.adjacencyList) {  
  
            // If tile has been visited, check next tile in  
            // adjacency list  
            if (t.visited) continue;  
  
            t.parent = tile;  
            t.visited = true;  
  
            // Update distance of tile from unit to keep  
            // track of how far we are from the starting  
            // tile  
            t.distance = 1 + tile.distance;  
  
            // Enqueue tile from adjacency list  
            tiles.Enqueue(t);  
        }  
    }  
}
```

Figure 33: Implementing Breadth First Search

5.7 Ability Range

Calculating an ability's range also utilises ray-casts to find units and tiles in range. However, this does not utilise BFS as it works in a line-of-sight manor. When a unit is selected, a target selection box is displayed underneath for a visual cue. Values for range, damage and action point cost can be set freely within the inspector.

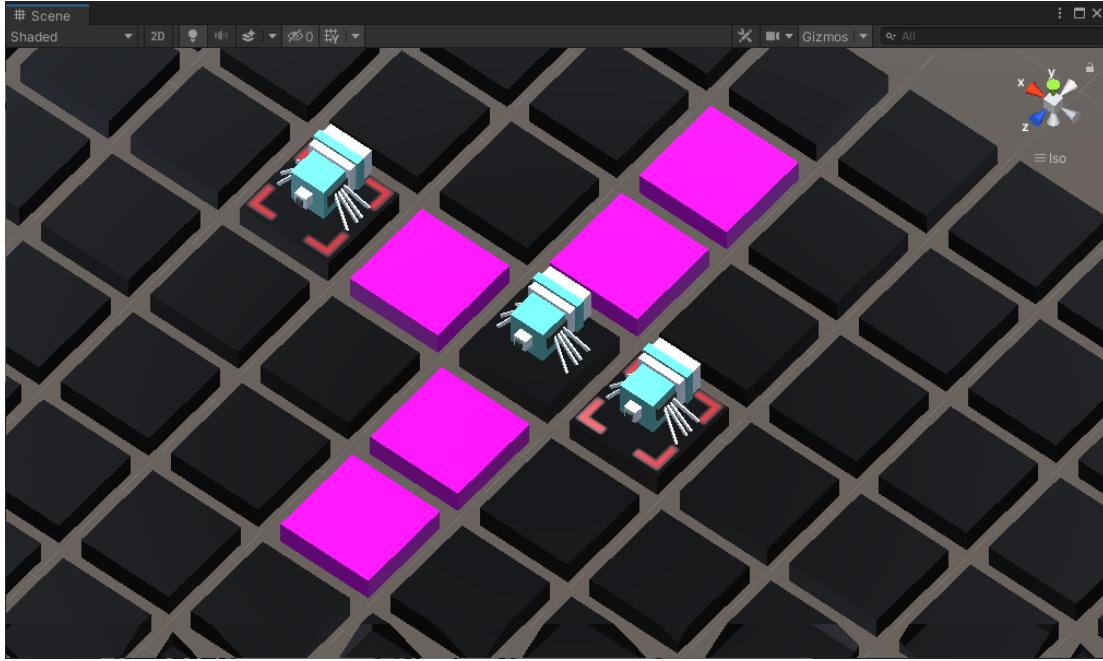


Figure 34: Demonstration of a Test Ability with 2 Range

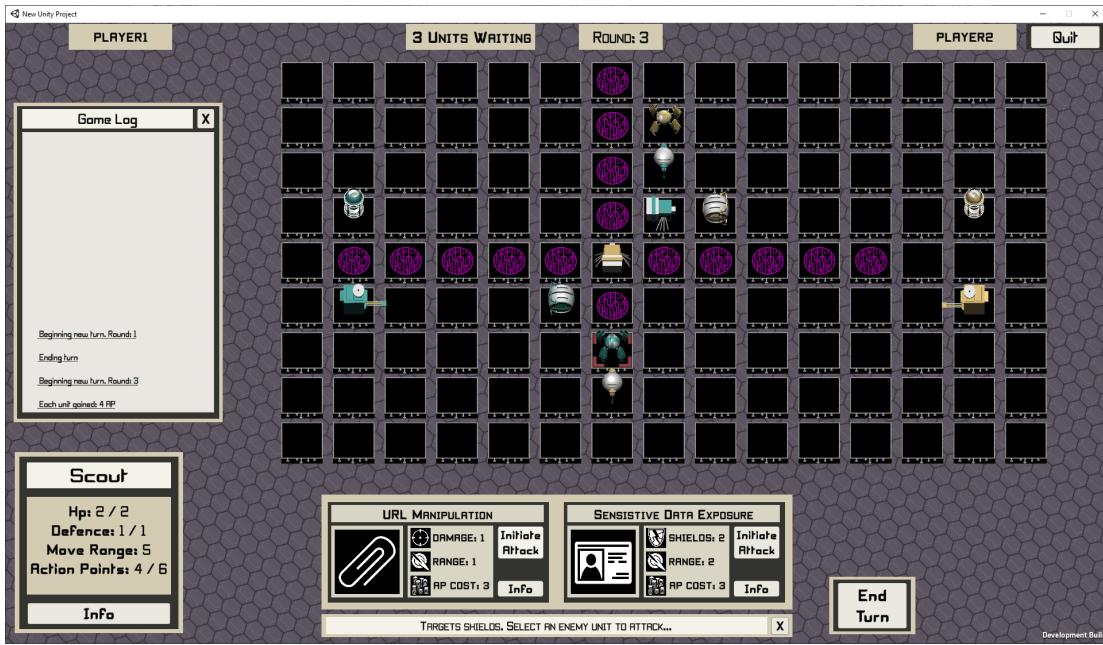


Figure 35: An Ability with 5 Range

5.8 Implementation of Units and Unit Abilities

The following sections describe the playable units and their abilities which are derived from the OWASP Top Ten [6]. Each description is loosely adapted from the information presented in the application. All model assets are royalty - free and accessible on Blendswap [47]. All ability icons are royalty - free images sourced from Game-icons [48].

5.8.1 Implementation of Scout Unit

The Scout unit represents exploiting broken control and exposing sensitive information from poorly designed web applications.

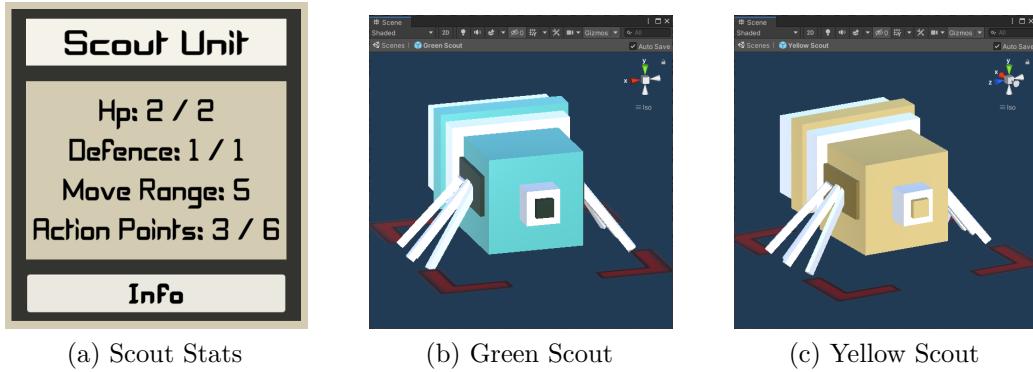


Figure 36: Scout Unit Stats and Model - Source [47]

An example of **URL Manipulation** involves changing the URL parameters to bypass authorisation control. As such, this move bypasses the opponent's defence in damage calculations. This makes it a good move against units with high defence, but low HP (such as the front-end web server). This move is close-range as it requires the unit to directly interact with the web application.

Sensitive Data Exposure includes leaking personal, account and financial information [49]. Improper handling of sensitive data in transit or storage could lead to data breaches which can cripple a company's reputation. In more severe outcomes, such information could be used to commit fraud and identity theft. As such, this move is a highly damaging defence-reducing attack.



Figure 37: Scout Abilities - URL Manipulation and Sensitive Data Exposure

5.8.2 Implementation of Hacker Unit

The Hacker unit specialises with direct attack vectors typical of penetration testers who can prod a web application in search of vulnerabilities. SQL injection and XSS scripting are the two most common website security attacks, with XSS attacks occupying approximately 40% of all cyber-attacks [50].

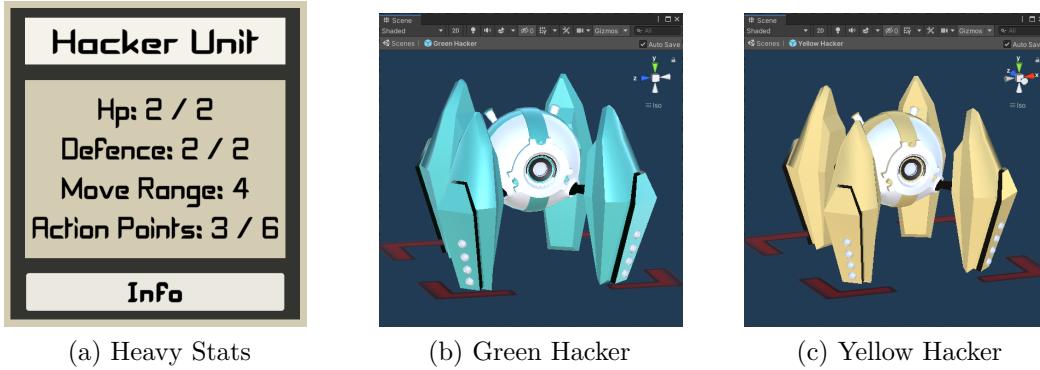


Figure 38: Hacker Unit Stats and Model - Source [51]

Cross-Site Scripting (XSS) attacks can occur when a web application fails to validate user input by escaping special characters [6]. As a result, an attacker can execute scripts in a victim's browser, hijack their session data and even redirect them to other phishing sites [6]. Therefore, this move is close-range and does +1 critical damage to the web server.

Sequel Query Language (SQL) injection exploits the interactivity between the web application and commands that query the back-end database [6]. Using SQL injection, it is possible to bypass authorisation, extract sensitive information from databases and even manipulate database entries [49]. Therefore, this move is long-range and does +1 critical damage to the database server.



Figure 39: Hacker Abilities - SQL Injection and Cross-Site Scripting Attack

5.8.3 Implementation of Heavy Unit

The Heavy unit represents physical disruption by disabling operations externally and internally. It has access to the following moves: Distributed Denial of Service and Delete Security Logs (Figure 41).

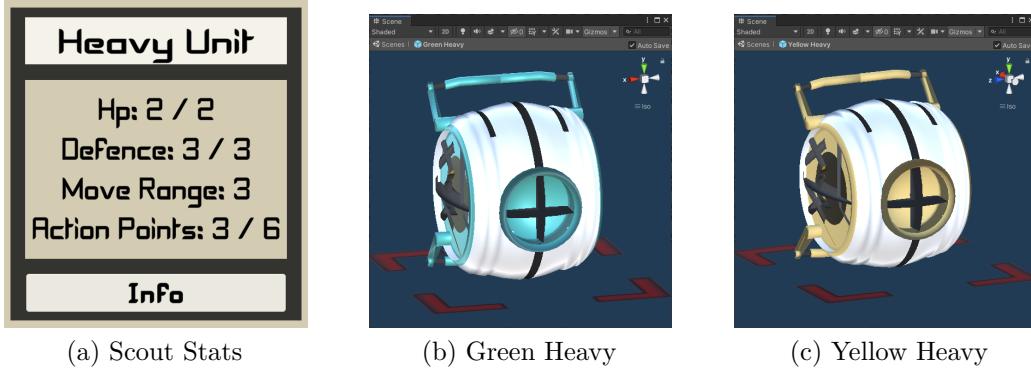


Figure 40: Heavy Unit Stats and Model - Source [52]

A **Distributed Denial of Service (DDoS)** attack uses a network of devices to flood a web application, network, or server with overwhelming internet traffic - and disable it from being able to handle requests[50]. As such, this move will disable any movable unit for 1 turn. If used on a server unit, it will halt action point gain for one turn.

Delete Security Logs exploits Insufficient Logging & Monitoring [6]. Examples include failing to record anomalies and login attempts, which allows an attacker to persist in a compromised system without being detected [49]. As this affects the entire system, this move is multi-targeting and lowers the defence of all units in range.

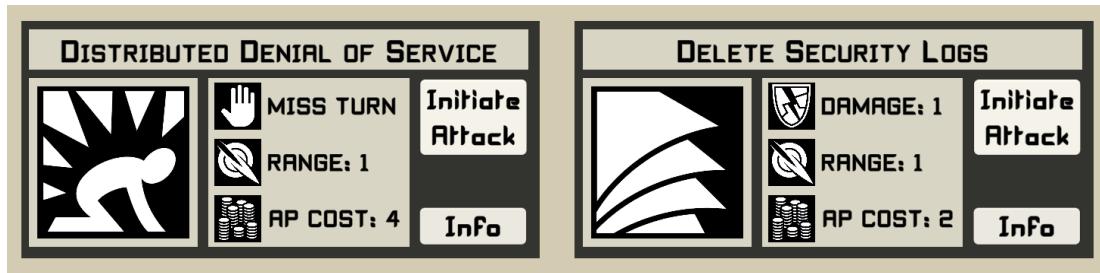


Figure 41: Heavy Abilities - DDoS Attack and Delete Security Logs

5.8.4 Implementation of Analyst Unit

The analyst represents the role of security analysts who specialise in defending a network. This includes implementing security firewalls, keeping systems up to date and monitoring network activity.

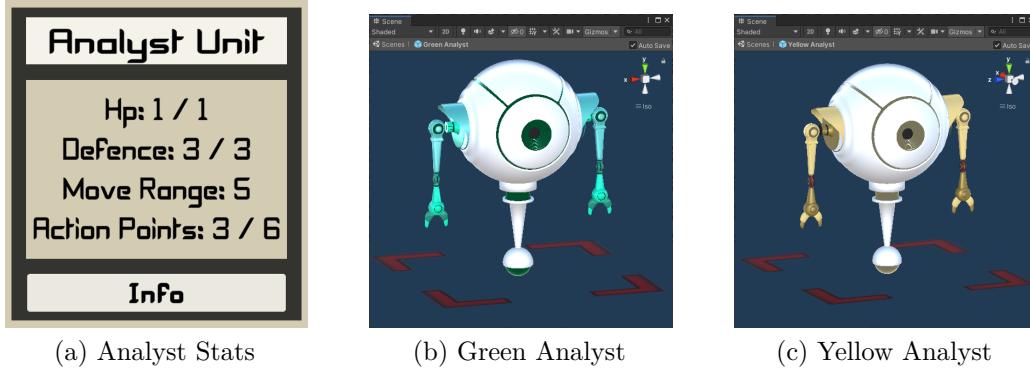


Figure 42: Analyst Unit Stats and Model - Source [53]

A **Firewall** is required to filter HTTP traffic and keep web-application components safely isolated. A web application firewall (WAF) utilises rules to mitigate common attacks such as XSS and SQL Injection [54]. As such, this move restores the shields of one unit in range.

Implement Access Control mitigates Broken Access Control [6]. A good access control system should be implemented once, and periodically reviewed [55]. Control policies based on user roles should enforce the least amount of privileges each user requires [55]. As this relates to all users, this move is multi-targeting and restores the defence of all units in range.

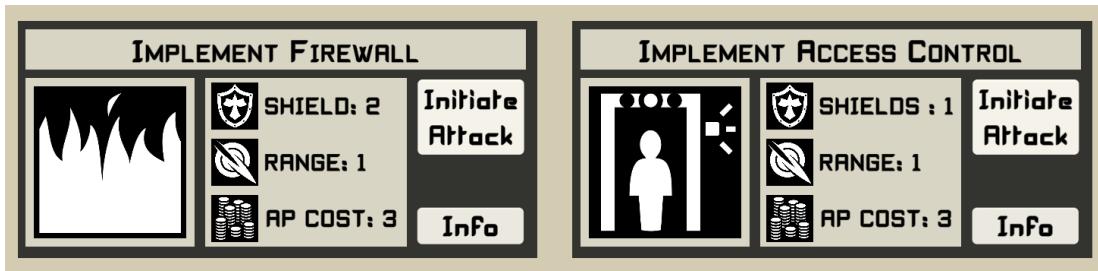


Figure 43: Analyst Abilities - Implement Firewall and Access Control

5.8.5 Implementation of Server Units

The web server is responsible for displaying web pages and handling HTTP network requests from all users accessing the web application. As such, it needs to be able to handle all user requests correctly whilst being robust to security risks.

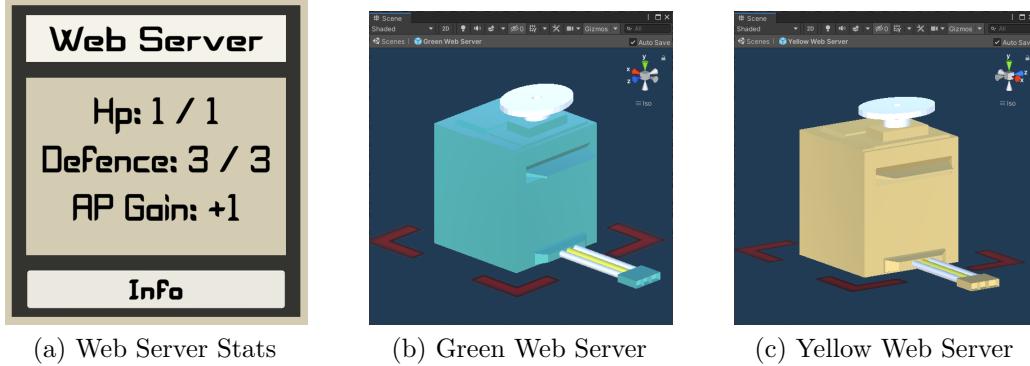


Figure 44: Web Server Stats and Model - Source [56]

The database server manages back-end operations of the web application, and allows users to store and retrieve data. Important sensitive information should be kept isolated on a different server such that it cannot be accessed from front-end users.

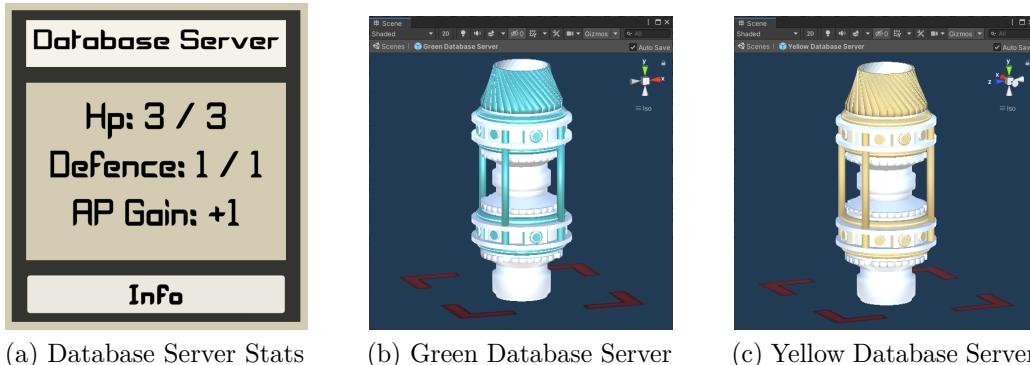


Figure 45: Database Server Stats and Model - Source [57]

Both server units generate +1 action points per turn to all other units, unless disabled or destroyed.

5.9 Information Menu

To promote learning, each unit or ability has an "info" button which provides information about an ability or unit's nature. This is recommended as it provides hints about which units an attack vector is extra potent against.

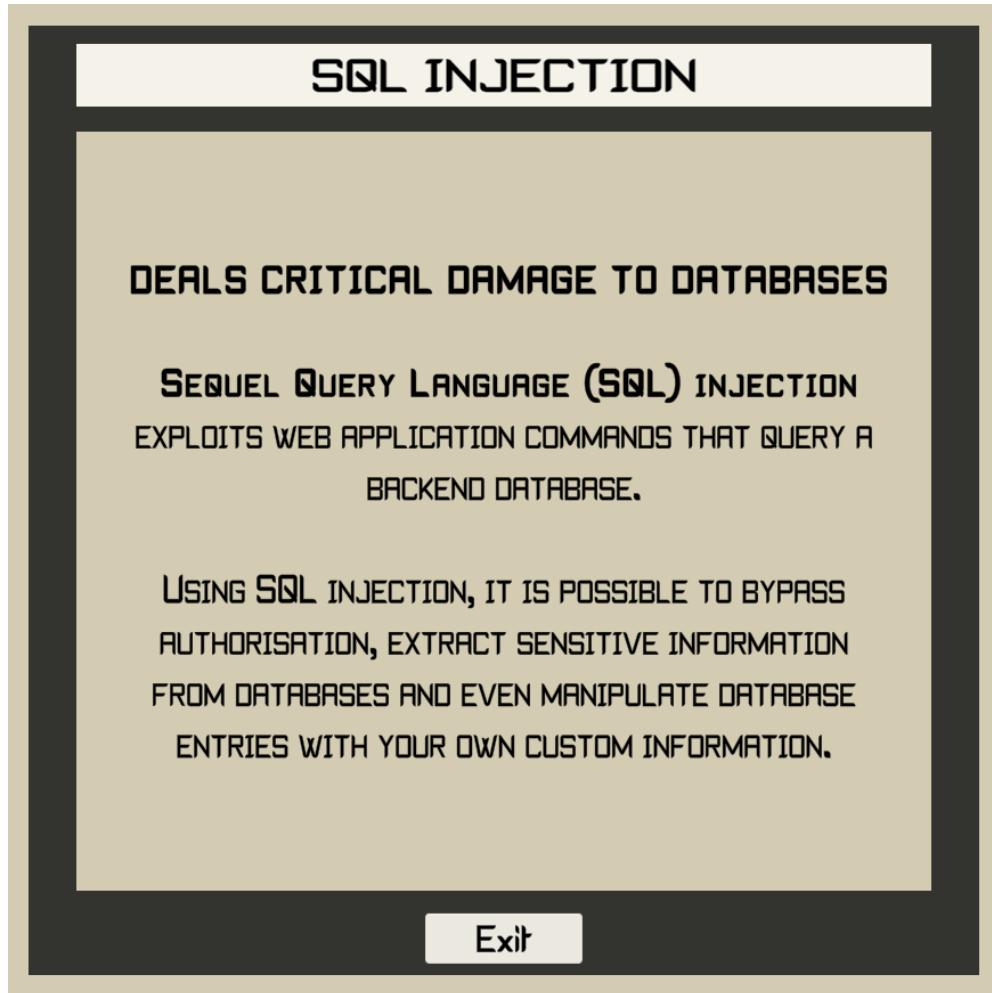


Figure 46: Information Screen Example - SQL Injection

5.10 Hints & Tips Bar

Without implementing an 'in-your-face-tutorial', the application presents a status bar which summarises each mechanic in the game, as well as presenting hints about the nature of each ability.



Figure 47: Status Bar Example - Selecting 'Implement Firewall'

5.11 History Log

Figure 48 presents a history log designed to facilitate ease of use and understanding. Each action, and outcome, in the game is appended to the history log of both players in their perspective.

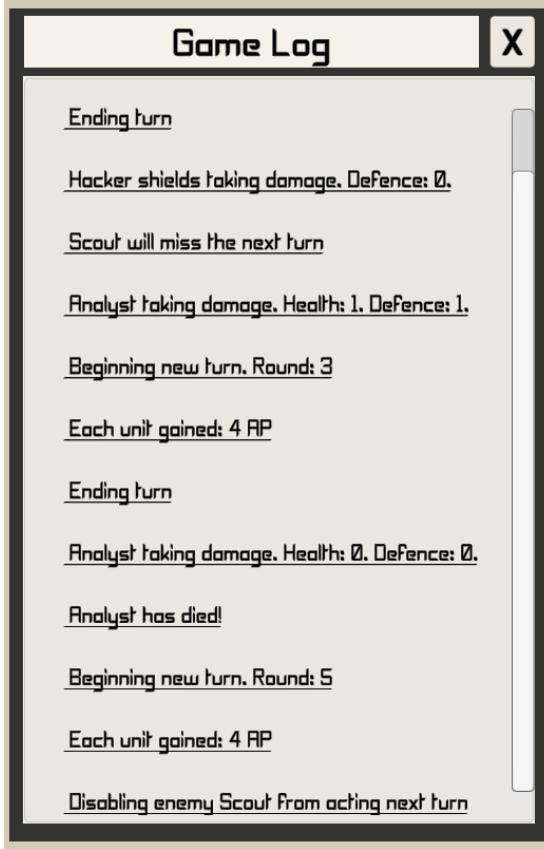


Figure 48: History Log

5.12 Quit Menu

Figure 49 provides the player with the option to resign and safely disconnect to the main connection menu.



Figure 49: Quit Menu

6 Testing and Evaluation

This section explores the testing strategies implemented which include playtesting, unit testing, identifying edges cases and evaluating the overall performance with the Unity profiler. During programming, JetBrains Rider was used as an integrated development environment for its inbuilt functionality of providing performance recommendations.

6.1 Unit Testing

For small games, playtesting in Unity is quick and simple process. However, as a project expands, it can become very time-consuming to build the game, load menus, connect to another player, and perform actions to reach a desired game state to check one thing.

Figure 50 showcases automated tests that were performed on all pure functions within the application (i.e., functions that should always return the same output on a given input). These include using all ability types with a range of parameters, changing the state of selectable units, and the functional correctness of all calculations (such as calculating damage and action points).

6.2 Identifying Edge Cases

Whilst testing these functions, all edge cases for negative, positive and zero values were identified and tested. A benefit of test-driven development is that it enforces good programming practises in that functions only perform one operation, can be debugged easily and flexibly re-written (without breaking other components). These tests are covered in Appendix 10.1.



Figure 50: Unity Test Runner

6.3 Integration Testing with ParallelSync

ParallelSync [58] is a Unity open source extension which clones the Unity development environment. This is fundamentally important for integration testing a multi-client game as you cannot have duplications of the same environment open concurrently. Debugging without would require rebuilding the project externally which can take several minutes per build (WebGL development builds).

ParallelSync works by cloning the folder structure of the project without needing to duplicate all files, assets, and game scenes. Instead it establishes pointers to the original file location with read only access. Because of this, it is safe and easy to create, load and destroy as many clone environments as required.

6.4 Performance & System Testing

Unity's integrated profiler was used to analyse the performance of the application. Since this is a time-consuming process, it is recommended to complete this at the end of a significant feature implementation [59]. Profiling was done comparatively in that sections of the game were recorded, saved, and analytically compared to its previous performance. It is wise to profile after playing a game for an extended amount of time such that application has reached a sustained state [60].

Unity profiling is an instrumentation-based profiler [59]. At each stage, a ‘snippet’ of 300 frames of is captured by inserting a small marker in every function call – and calculating the execution time of this function. Although this creates a tiny bit of overhead, the overall profile is unchanged. Figure 51 illustrates the overall frame rate captured which sustained a mean average of 7.03ms (142 frames per second).

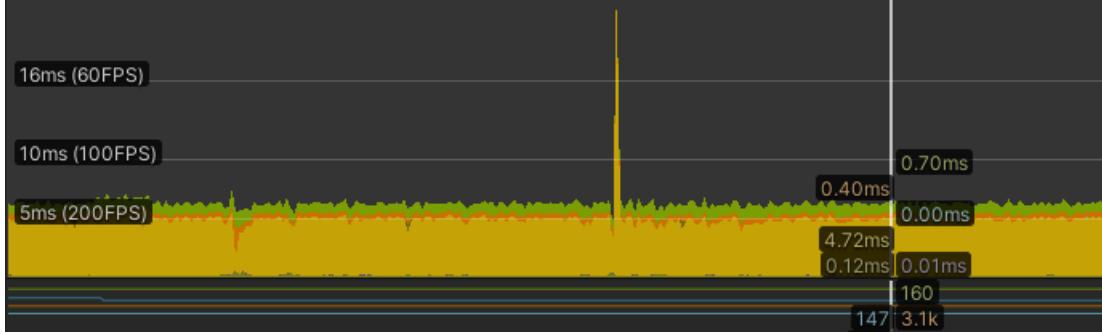


Figure 51: Average FPS of a 300-frame sample

6.5 Achieving a Target Frame Rate

In each frame, the core update loop is processed by the CPU and will require a certain number of milliseconds to complete; this time is inversely proportional to the frame rate [60]. Therefore, to achieve a target frame rate, the core update loop must be less than, or equal to, a target budget which is given by:

$$\text{Budget} = 1000 \text{ ms} / \text{Target Frame Rate}$$

To achieve 60 FPS, the target budget would be equal to: $1000 \text{ ms} / 60 = 16 \text{ ms}$. Therefore, the application's target budget is 16ms - such that each frame within the player's update loop is executed in 16ms or less consistently.

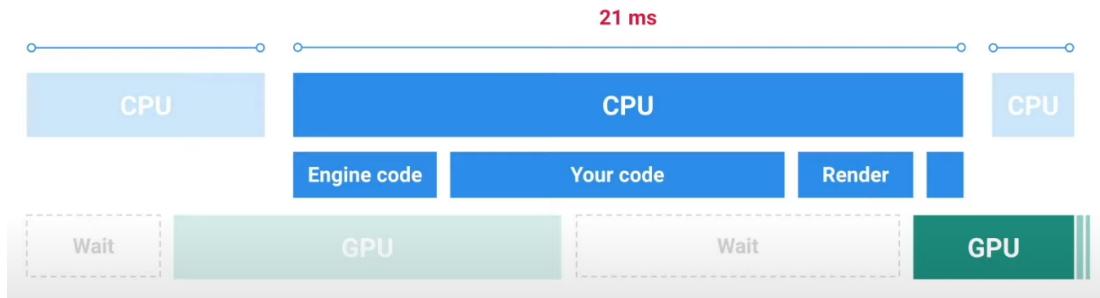


Figure 52: Structure of a Frame. Source - [60]

6.6 Evaluation and Optimisation

The first significant optimisation re-worked how tiles updated their status (Appendix 10.2.4). Since the game scene had 135 tiles, there were 135 tile updates per frame which occupied 0.15ms (0.9%) of the target budget (Appendix 10.2.2). Because a requirement of the application was to be scalable for new scenarios, if the game was scaled to 1350 tiles, this would become 9% of the target budget. To amend this, tiles were re-worked such that other classes invoke a tile status change only when necessary. One down-side of this approach however is that it couples the tile component more tightly to other classes.

The second significant optimisation fixed unnecessary memory losses as well as visual bug that caused units to 'shake' within the WebGL version (Appendix 10.2.5). From profiling it was observed that the garbage collector was invoked 544 times to re-allocate 20kb of memory per frame (see Figures 53 & 54). This resulted from BFS calculations initiating 493 ray-casts to adjacent tiles each frame. This is significant because ray-casting is a relatively expensive operation and the number of ray-casts is proportional to the number of tiles. At 135 tiles, this was occupying 0.89ms (5.3%) of the target budget. To amend this, tile data was cached upon initialisation and BFS calculations were modified such that they were only invoked once upon selecting a unit.

Assembly-CSharp.dll!SoloDebugging::SoloController.Update() [Invoke] - Total time: 0.89 ms					
Called From	Calls	GC Alloc	Time ms	Time %	
Physics.OverlapBox	540	0	0.00	0.00	
Physics.Raycast	493	0	0.00	0.00	
GC.Alloc	544	21616	0.00	0.00	
Called From	Calls	GC Alloc	Time ms	Time %	
BehaviourUpdate	1	21616	0.89	76.18	

Figure 53: 544 GC Allocations per Frame (21kb)

Used Total: 98.8 MB	Unity: 46.8 MB	Mono: 3.2 MB	GfxDriver: 13.9 MB	Audio: 1.2 MB	Video: 0 B	Profiler: 33.7 MB						
Reserved Total: 153.8 MB	Unity: 98.4 MB	Mono: 4.3 MB	GfxDriver: 13.9 MB	Audio: 1.2 MB	Video: 0 B	Profiler: 36.0 MB						
Total System Memory Usage: 372.0 MB												
 Textures: 51 / 77.9 MB												
Meshes: 33 / 117.0 KB												
Materials: 170 / 288.0 KB												
AnimationClips: 0 / 0 B												
AudioClips: 0 / 0 B												
Assets: 628												
GameObjects in Scene: 430												
Total Objects in Scene: 2537												
Total Object Count: 3165												
GC Allocations per Frame: 544 / 21.0 KB												

Figure 54: Memory Usage (per 300 frame capture)

After thoroughly optimising the game, the mean frame budget was lowered to 6.97 (1.69% less per frame), with no lag spikes exceeding the target budget of 16ms (Appendix 10.2.5).

6.7 Evaluation of Networking Strategy

Photon Cloud and PUN2 proved to be incredibly optimised for creating a cross-platform multiplayer application. Regarding performance and frame rate, there was negligible impact in single player mode vs having two multiplayer clients. Figure 55 illustrates the performance impact of using the PUN2 API per 300 frame sample, which had a mean budget of 0.02ms per frame (0.13% of our target). See Appendix 10.2.6 for more details. One caveat of Photon Cloud is that matchmaking can only occur within server clusters located in the same region.

Marker Name	Depth	Media	Media	Mean	Min	Max	Range	Count	Count Fr:	At Median Frame
PhotonUnityNetworking. 4	0.00	■	0.01	0.00	0.23	0.23	299	1		0.00
PhotonUnityNetworking. 4	0.00	■	0.00	0.00	0.04	0.04	1794	6		0.00
PhotonUnityNetworking. 4	0.00	■■■■■	0.01	0.00	0.16	0.16	105	1		0.00

Figure 55: Photon Networking Impact Per 300 Frame Sample

6.8 Evaluation of Application Frame Rate

Table 6 illustrates the average, minimum and maximum frame rate achieved on different platforms. Each test was recorded after 2 minutes to achieve a sustained state.

Platform	Avg FPS	Min FPS	Max FPS
Windows (PC)	144	97	160
Microsoft Edge	136	96	135
Google Chrome	133	109	141
Firefox	71	56	73
Safari (iPad 2017)	42	22	45
Google Chrome*	12	10	24

Table 6: Performance on Different Platforms

From Table 6, it is evident that Google Chrome and Microsoft Edge heavily support WebGL as the performance on these browsers matched that of the Windows application (used as a benchmark). Note these frame rates are only achievable from enabling hardware acceleration which WebGL requires to access the system's dedicated graphics processing unit [41].

The final row in Table 6 demonstrates the frame rate in Google Chrome without hardware acceleration which exemplifies its importance. Unfortunately, Internet Explorer did not support WebGL.

It must be noted that these frame rates are dependent on the hardware available. However, even on weaker devices, 30fps was still achieved which is the industry standard.

6.9 Evaluation of Project Completion (Acceptance Testing)

Table 7 presents the completion of all user stories established from the project requirements.

The core goal of the project was successful as all ‘musts’ were completed with exception of task 28. Task 28 refers to how effective the application is at teaching the OWASP security risks which can only be answered from validation testing. User feedback was not prioritised in this project as it was out of scope of the MDA framework. Regarding this however, the Design-Dynamics-Experience framework [61] extends upon this framework by evaluating the user experience from the existing design and dynamics. Unfortunately, this approach requires more time as it adds more components into the overall development process.

All ‘shoulds’ were fully implemented, bar task 18 which was partially implemented through a tips & hints system. A full tutorial implementation was prioritised last

in the development cycle as it was identified in the literature review to not be a core necessity.

Regarding the incomplete ‘coulds’, tasks 29 and 30 are befitting for future work. Task 29 stems from the application-requirement of being extensible to creating new scenarios, units, abilities and adding more mechanics in general.

In task 30, it was realised that developing an automated feedback system would have a similar complexity to that used in Chess. However, Chess has a rigorous history and ruleset which this project does not. Therefore, such a feature would not be feasibly possible given the timespan of this project.

ID	functionality or feature	MoSCoW	Completion
1	View a unit's stats (HP/Defence)	Must	Yes
2	View an ability's range, damage & cost	Must	Yes
3	View a colour-blind friendly UI	Should	Yes
4	View a unit's movement range	Must	Yes
5	View a unit's ability attack range	Must	Yes
6	Move a unit	Must	Yes
7	Attack a target	Must	Yes
8	Disable the target	Must	Yes
9	Defend an ally unit	Must	Yes
10	Click on a move description	Must	Yes
11	Click on a unit	Must	Yes
12	Click on and view a history log	Should	Yes
13	View the units remaining	Should	Yes
14	Pan the camera and/or zoom in	Could	No
15	Unique animations for each ability	Could	No
16	Varied unit abilities	Could	Yes
17	Cost weighting for each ability	Should	Yes
18	An intermediate tutorial	Should	Partial
19	A help / status bar	Should	Yes
20	Multiplayer functionality	Must	Yes
21	Single player functionality	Won't	N/A
22	Quit / leave the session	Must	Yes
23	Win or lose	Must	Yes
24	Play on Desktop	Must	Yes
25	Play on Web Browser	Should	Yes
26	Play on Tablet	Could	Yes
27	Play cross-platform sessions	Could	Yes
28	Learn about the OWASP #10	Must	Maybe
29	Purchase & upgrade new units	Could	No
30	Receive feedback after a game	Could	No
31	Hear gameplay music	Could	Yes

Table 7: Completion Status of User Stories

7 Project Management

Table 8 describes the tools, techniques and software used to complete this project.

Tools	Description
GitLab	Project management (Boards, Issues and Milestones)
GitHub Desktop	Local software for handling version control
Trello	Lightweight tool for managing daily and weekly tasks
Workona	Extension for organising research into a succinct workplace
Menderley	Reference management for literature research
Microsoft Teams	Communication software for weekly remote meetings
Google Drive	Cloud storage for research documents and recording minutes
Lucid Chart	Online software for UML diagrams
Unity	Game engine for developing for PC and the Web (WebGL)
C#	Primary programming language for Unity
JetBrains Rider	Integrated development environment for C# & Unity
Photon Cloud	Cloud service for hosting multiplayer servers online
PUN2	Multiplayer networking API
ParralelSync	Open source software to clone the Unity development environment
Itch.IO	Secure domain to host WebGL games online

Table 8: Project Management Tools & Techniques

7.1 Reflection of Project Management

This project was completed with the Agile methodology in mind. As such, GitLab's Issues and Milestones were used to deliver weekly updates. This provided invaluable project feedback and assistance which ensured the development process did not deviate. Despite some personal difficulties in February to March, all major project requirements were completed in accordance to their MoSCoW priority.

7.2 Gantt Chart - Phase One

Table 9 demonstrates the planning and research completed during phase one.

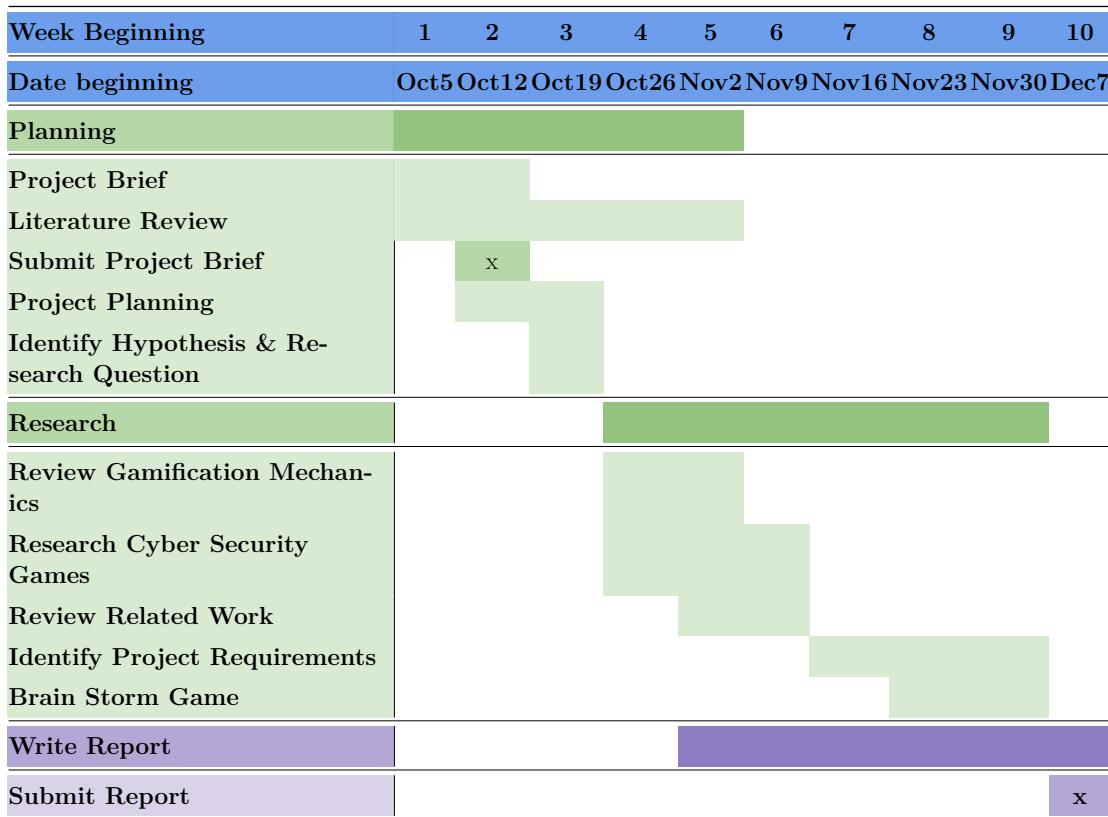


Table 9: Gantt Chart for Phase One

7.3 Gantt Chart - Phase Two

Tables 10 & 11 present the planned schedule and the actual outcome during phase 2. The ‘implementation’ tasks were adapted from the user stories (requirements) and scheduled in accordance to their MoSCoW priority, as well as their implementation priority. For example, units are required before unit abilities can be implemented.

Week Beginning	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Date beginning	14/12	21/12	28/12	4/11	11/11	18/11	25/11	2/12	9/12	16/12	23/12	30/12	6/1/2013	13/1/2013	20/1/2013	27/1/2013	3/2/2013	10/2/2013	17/2/2013	24/2/2013	31/2/2013	7/3/2013
Implementation																						
Mock UI Wireframes																						
Set Up Dev Envriornment																						
Multiplayer Networking																						
Design Board Outline																						
Add Movement Logic																						
Add Unit Assets																						
Add Unit Behaviour																						
Add UI Elements																						
Add Unit Abilities																						
Map UI Elements																						
Add Sound Assets																						
Add Tutorial																						
Testing & Evaluation																						
Set Up Unit Tests																						
Desktop Live Build																						
WebGL Live Build																						
Optimise Game																						
Obtain User Feedback																						
Write Final Report																						
Submit Final Report																			x			

Table 10: Planned Gantt Chart for Phase Two

Week Beginning	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
Date beginning	14/12	21/12	28/12	4/11	11/11	18/11	25/11	2/12	9/12	16/12	23/12	30/12	6/1/2013	13/1/2013	20/1/2013	27/1/2013	3/2/2013	10/2/2013	17/2/2013	24/2/2013	31/2/2013	7/3/2013	14/3/2013
Implementation																						Extension	
Mock Up UI Wireframes																							
Set Up Dev Envriornment																							
Multiplayer Networking																							
Design Board Outline																							
Add Movement Logic																							
Add Unit Assets																							
Add Unit Behaviour																							
Add UI Elements																							
Add Unit Abilities																							
Map UI Elements																							
Add Sound Assets																							
Add Tutorial																							
Testing & Evaluation																							
Desktop Live Build																							
Set Up Unit Tests																							
WebGL Live Build																							
Optimise Game																							
Obtain User Feedback																							
Write Final Report																							
Submit Final Report																				x			

Table 11: Retrospective Gantt Chart for Phase Two

7.4 Risk Assessment

The following risk assessment ensured appropriate actions were taken for the successful completion of this project. The risk exposure (R.E) is given by the product of the probability and severity of each risk.

Risk	Prob (1-5)	Sev (1- 10)	R.E	Mitigation
Project deadlines not met	3	10	30	Establish soft deadlines and meet with supervisor weekly for continuous feedback & self-evaluation
Online multiplayer failure	3	9	27	Develop LAN multiplayer functionality from Unity Mirror API, or local multiplayer co-op
Application not effective at teaching	3	7	21	By identifying an appropriate target demographic and the most appropriate cyber security content to teach
Over-estimating scope of implementation	3	7	21	Plan project into smaller iterations and prioritise according to MoSCoW
Application does not relate to original problem statement & hypothesis	2	9	18	Continuously referring to the initial problem statement and hypothesis
Application does not meet user requirements	2	8	16	Prioritise ‘musts’, ‘shoulds’ and then ‘coulds’
Sickness, flu or mental health difficulties	2	8	16	Exercising daily, eating healthy, breaking down tasks into small achievable chunks, and reach out for support if needed
Impact of Covid19	5	3	15	Application will utilise online multiplayer (for remote gameplay), alongside Microsoft Teams, Discord & GitLab for communication and development
Gamified mechanics not implemented appropriately	2	7	14	By identifying key mechanics through literature and game review, and use the MDA framework to decide upon the decided mechanics for the game
Stolen work/data from: cloud storage being compromised & ransomware	1	10	10	Using a secure password manager, 2FA and manually backing up important files on multiple locations
Loss of work/data	1	10	10	Git version control and OneDrive/Google Drive for cloud storage
Under-estimating scope of implementation	1	5	5	Further refine/iterate the game after evaluation, and implement all ‘coulds’ if time permits

Table 12: Risk Assessment

8 Conclusion and Future Work

This project set out with the following research question and hypothesis:

Research Question

Can teaching cyber security through a gamified medium improve cyber security awareness?

Hypothesis

The MDA framework will satisfy the educational requirements for creating a serious game

Regarding the research question, a thorough review of pre-existing cyber security games, related work and literature review was completed to answer this. It can be concluded that gamified strategies can improve cyber security awareness, with the OWASP Cornucopia exemplifying this [26].

Regarding the hypothesis, combining the MDA framework with a variety of gamified mechanics, identified in Forde's report [13], creating a game with educational elements was completed in time.

However, because designing fun games is difficult, with educational games being even more challenging, a project like this requires a more flexible schedule such that each iteration of design can be periodically reviewed and tested from user feedback. As such, a framework more tailored for educational game design, such as the Design, Dynamics, Experience framework [60], would be befitting for this project going forward.

Through consistent project planning and utilisation of Unity and Photon Cloud, all major tasks were completed. Furthermore, all project goals and learning objects outlined in the project brief were achieved (Appendix 10.5). The minimum viable product created can be played above 30FPS on all platforms tested and up to 140FPS on Google Chrome. Multiplayer matchmaking supports cross-platform play and can be accessed without server hardware. This project also supports the three most popular aspect ratios and can be fully played with touch-screen controls.

Although only one scenario was created to exemplify the OWASP Top Ten [6], this project can easily be used as a framework to build further scenarios without any programming requirement. This is possible because units, abilities, tile objects, and UI components, are all modelled as 'Prefabs'. This means all parameters for unit stats, abilities, and OWASP information, can be freely changed within the inspector. To summarise, only the aesthetics and physical design needs altering.

8.1 Future Work

Additional Scenarios

Additional scenarios and levels would provide more out of the box experiences and interactivity with the application.

Custom Level Editor

A custom level editor (UI) would allow players to create their own in-game scenarios, without Unity, for the purpose of training.

Upgradable Units & Abilities

An upgrade skill tree for unit abilities or unit stats would add an extra depth of strategy to the pre-existing mechanics.

Evaluation from Feedback

To test if learning objectives are met, receiving feedback on the existing design and dynamics would be necessary to verify the application's potential.

Single-player Mode & Story

A single-player story with an overall objective would engage users who cannot play multiplayer.

Additional Gamification Mechanics

In game quizzes could be set between turns which test a player's knowledge. This would provide feedback and a competitive advantage (or disadvantage) upon answering.

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10 Appendices

10.1 Unit Testing & Edge Cases

10.1.1 Restore Defence - Edge Cases

These tests check how the defence is restored up until the unit's maximum defence threshold.

Current Defence	Max Defence	Defence Gain	Expected Defence
0	3	0	0
0	3	1	1
1	3	2	3
2	3	3	3
0	0	1	0
3	3	-1	3

Table 13: Testing 'Restore Shields' Function

10.1.2 Generic Damage - Edge Cases

These tests check the generic damage calculations of reducing defence before health points. During further integration tests, the unit's expected result (still alive or dead) is also checked.

Defence	Health	Damage	Expected Health	Expected Defence
0	0	0	0	0
0	1	0	0	0
0	1	1	0	0
0	2	1	1	0
1	0	1	0	0
1	1	1	1	0
1	2	2	1	0
2	0	3	0	0
1	1	-1	1	1

Table 14: Testing 'Take Damage' Function

10.1.3 Bypass Defence - Edge Cases

These tests check the special damage calculations of reduce defence whilst skipping health points. During further integration tests, the unit's expected result (still alive or dead) is also checked.

Defence	Health	Damage	Expected Health	Expected Defence
0	0	0	0	0
1	2	1	1	1
2	2	2	0	2
3	2	3	0	3
3	2	-1	2	3

Table 15: Testing 'Bypass Shields' Function

10.1.4 Check Ability AP Requirements

In out the outcomes of negative integers being parsed, a log error is generated.

Action Points	Max AP	AP Requirement	Expected Return
3	6	-10	FALSE
3	6	-5	FALSE
3	6	0	TRUE
3	6	2	TRUE
3	6	3	TRUE
3	6	10	FALSE

Table 16: Check Ability AP Requirement

10.1.5 Increment Action Points - Edge Cases

In out the outcomes of negative integers being parsed, a log error is generated.

Action Points	Max AP	AP Increment	Expected AP
3	6	-10	3
3	6	-5	3
3	6	0	3
3	6	2	5
3	6	3	6
3	6	10	6

Table 17: Testing 'Increment AP' Function

10.1.6 Decrement Action Points - Edge Cases

In out the outcomes of negative integers being parsed, a log error is generated.

Action Points	Max AP	AP Decrement	Expected AP
3	6	-10	3
3	6	-5	3
3	6	0	3
3	6	2	1
3	6	3	0
3	6	10	0

Table 18: Testing 'Decrement AP' Function

10.2 Performance Profiling in Unity3D

This analysis shows a 28.44ms lag spike (greater than the target budget of 16ms) meaning 60fps is not sustained. However, the mean frame rate is 7.09 for this 300 sample.

10.2.1 Initial Performance

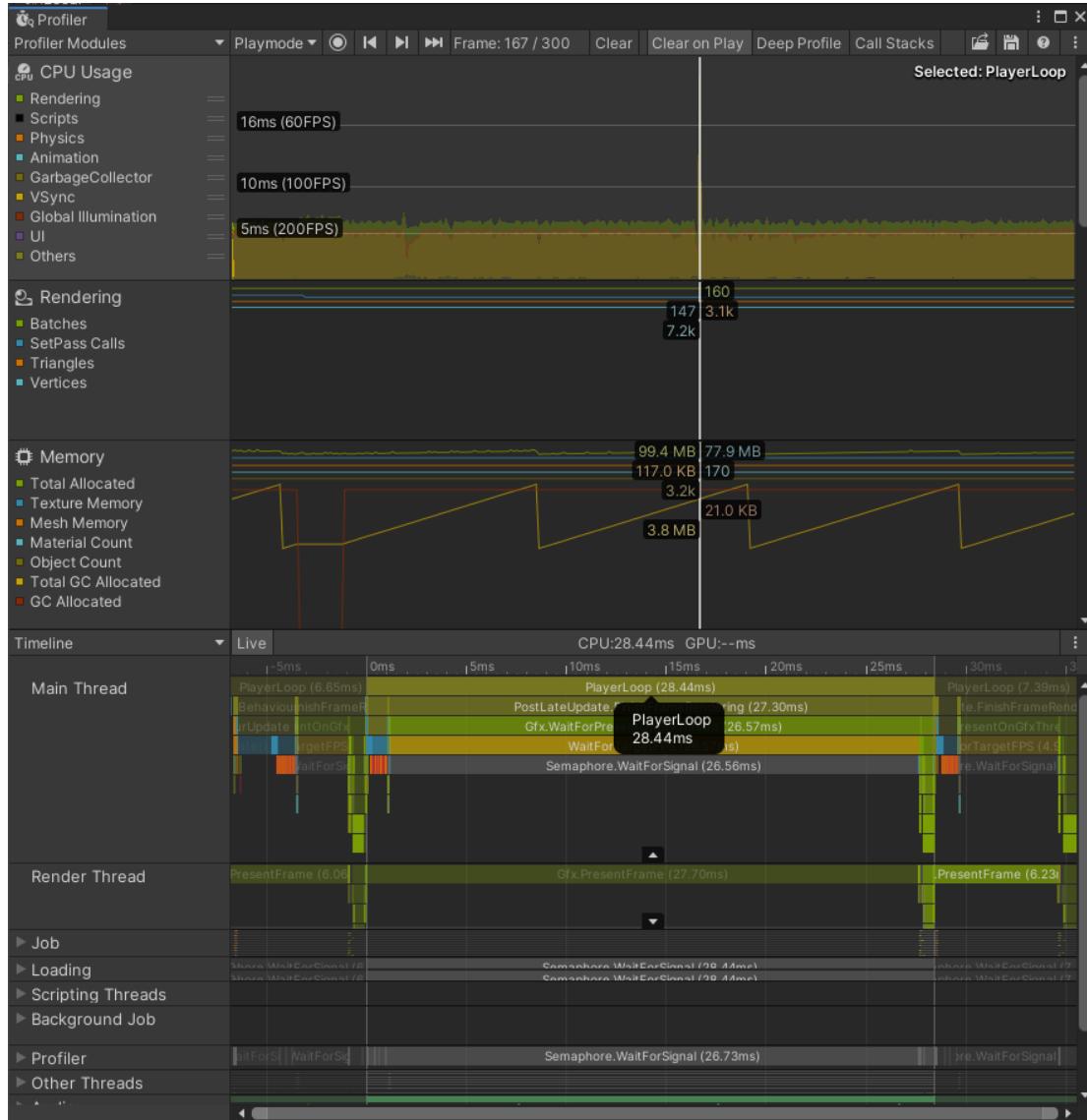


Figure 56: Initial Performance with a Mean Budget (7.09) and Lag Spike of 28.44ms

10.2.2 Performance Losses from Tile Update

This analysis shows the number of calls for tile (occupies 15% of the player behavioural loop). It also highlights the 21.1kb memory losses from garbage allocation per frame.

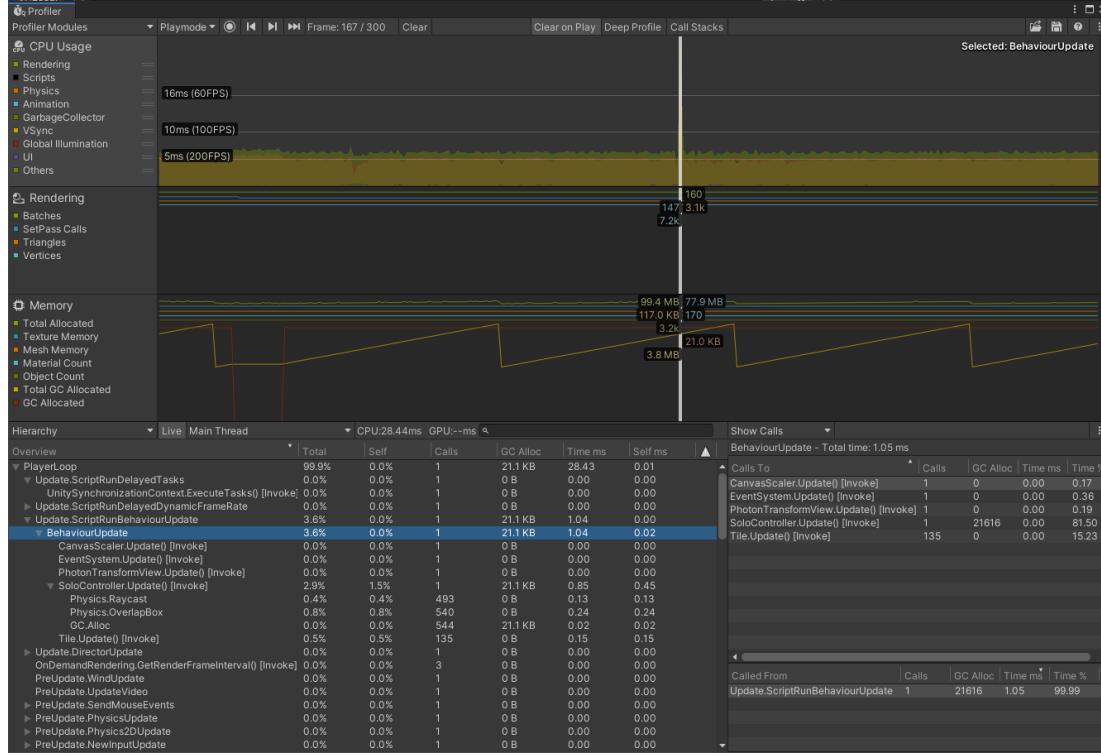


Figure 57: 135 Tile Calls Occupying 15% of the Player's Update Loop

10.2.3 Caching Tile Components

This analysis shows the result from caching tile component, and not duplicating the material instance, in which lag spikes reduced to 21.44ms (closer to target budget).

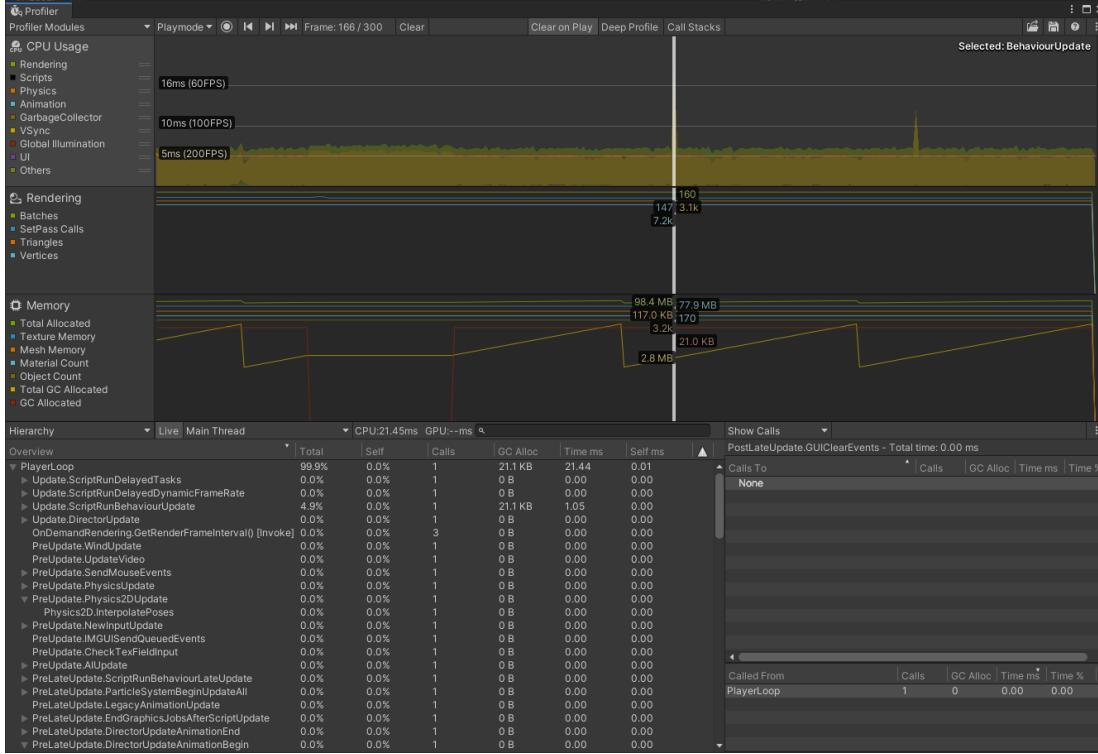


Figure 58: Performance Gain from Caching Tile Components

10.2.4 Removing Tile from Player Update

This analysis shows the result from removing tiles from behavioural update. There was no perceptible difference in a lag spike, but this still saves 135 unnecessary calls per round.

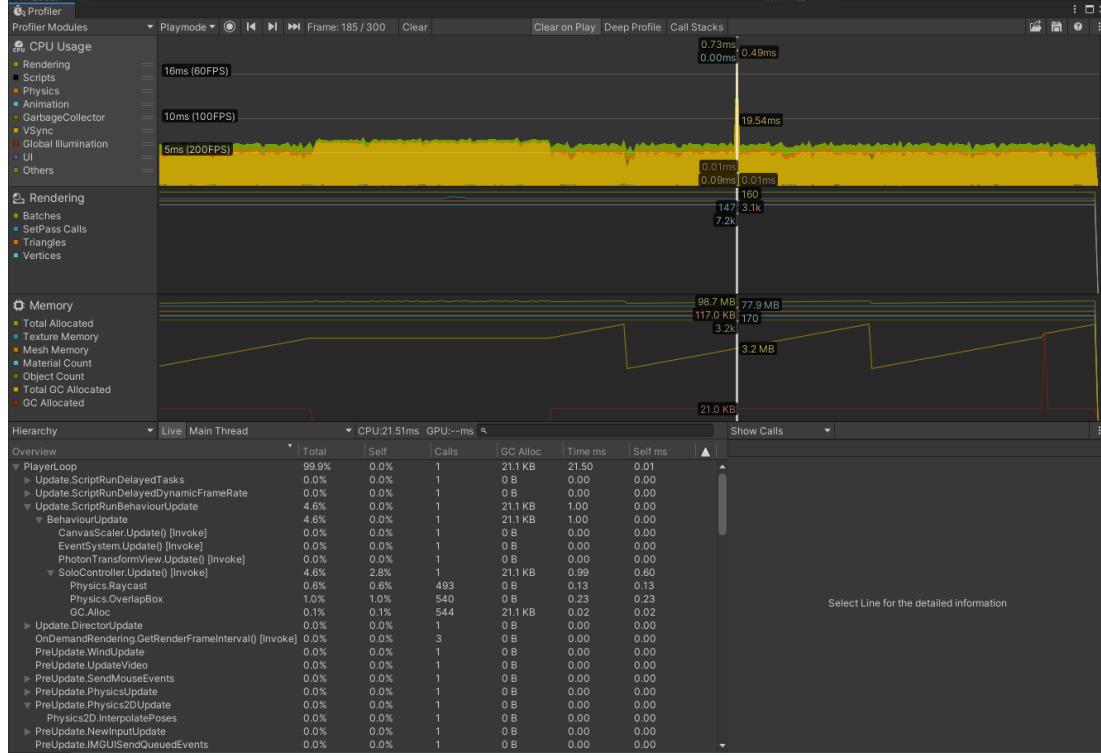


Figure 59: Performance Gain from Removing Tiles from the Update Loop

10.2.5 Removing Unnecessary Ray-casting

This analysis shows the result from removing 493 ray-casts per frame, which reduced the largest lag spike recorded to 14.5ms. This is finally under the target budget of 16ms. More notably, the garbage collector is not invoked once in the 300 - frame sample. The average mean frame rate for this 300 frame sample is 6.97. This final capture presents a decrease of 1.69% each frame, and a 96% decrease for lag spikes.

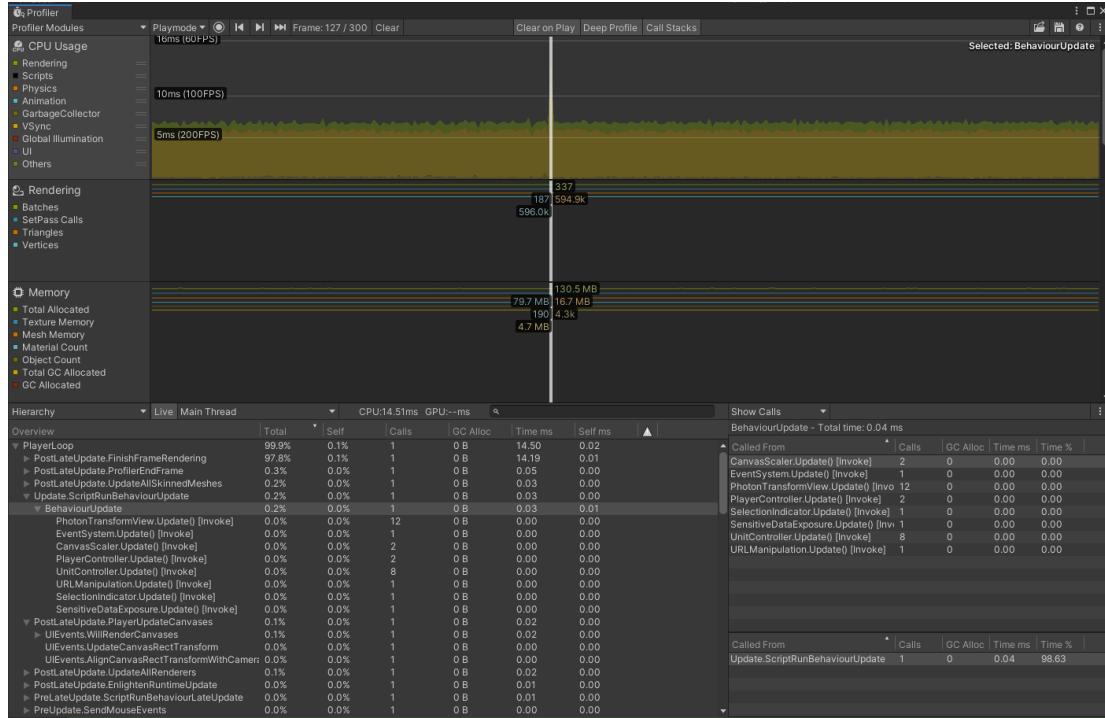


Figure 60: Performance Gain from Removing Unnecessary Ray-casts

10.2.6 Performance Analysis of WebGL Build

This analysis (Unity Analyser) demonstrates the mean impact to performance from using the PUN2 API per frame - which is 0.02ms (almost negligible). This is true across a 300 frame sample.

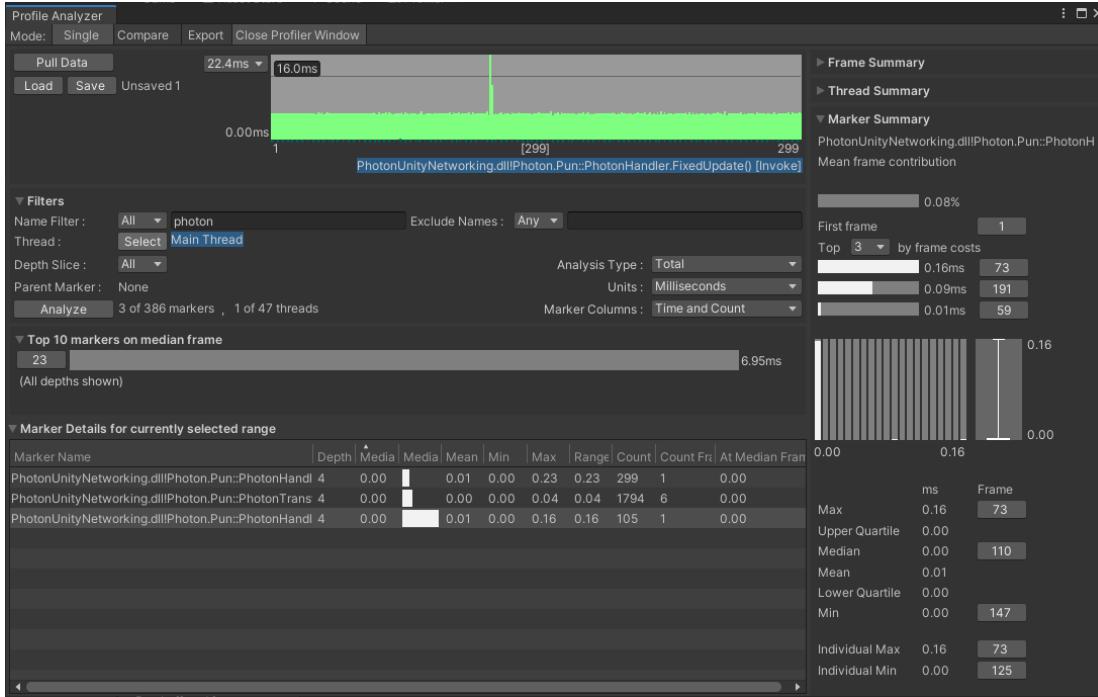


Figure 61: Negligible Performance Impact of Networking in WebGL Build

10.3 Unity Development Environment

Figure 62 presents the Unity development environment, and the core game objects of this scene.

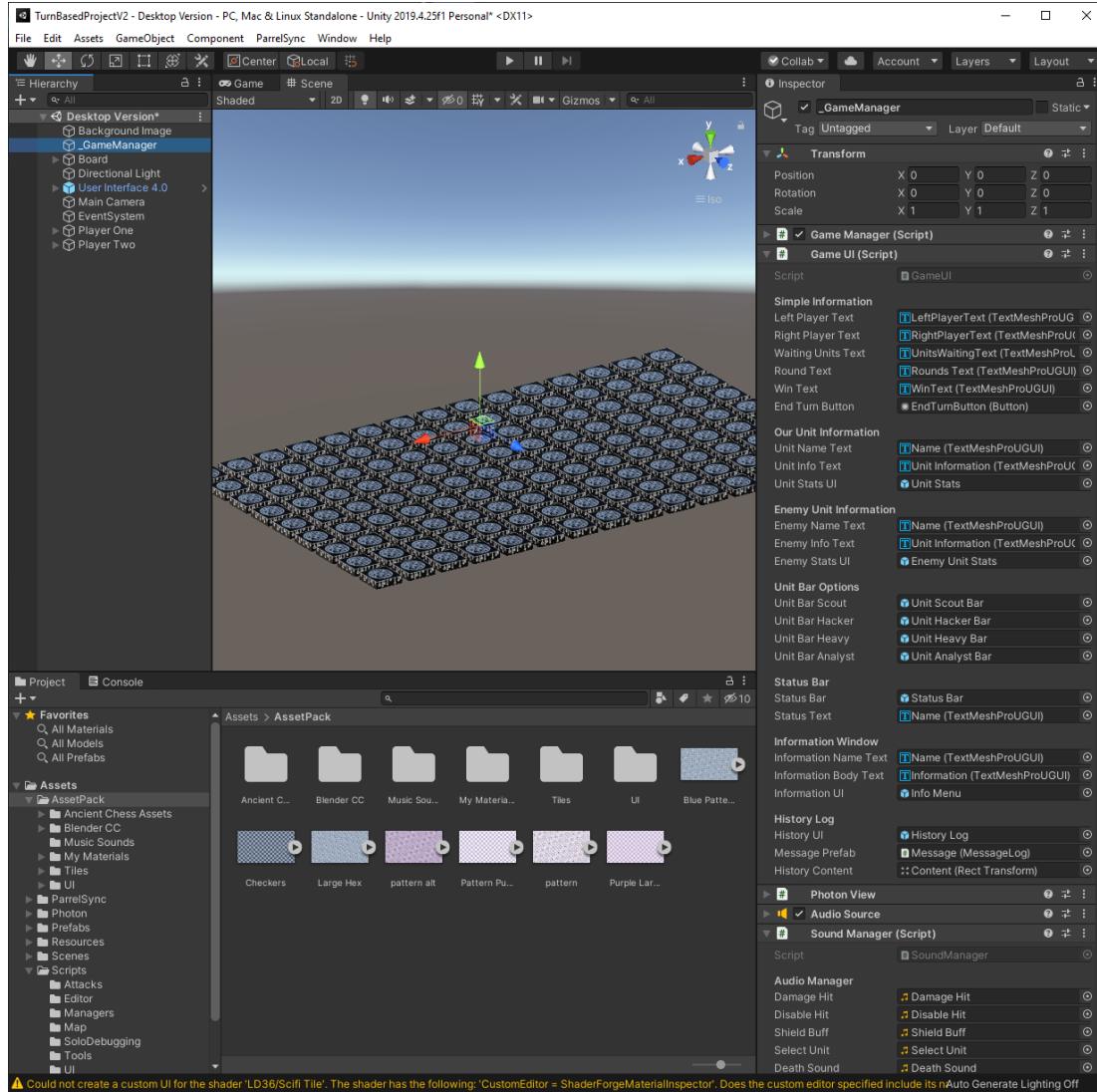


Figure 62: The Unity Development Environment

10.3.1 User Interface Components

Figure 63 presents the user interface components. Each UI component is re-used as the text is dynamically changed by the GameUI script.

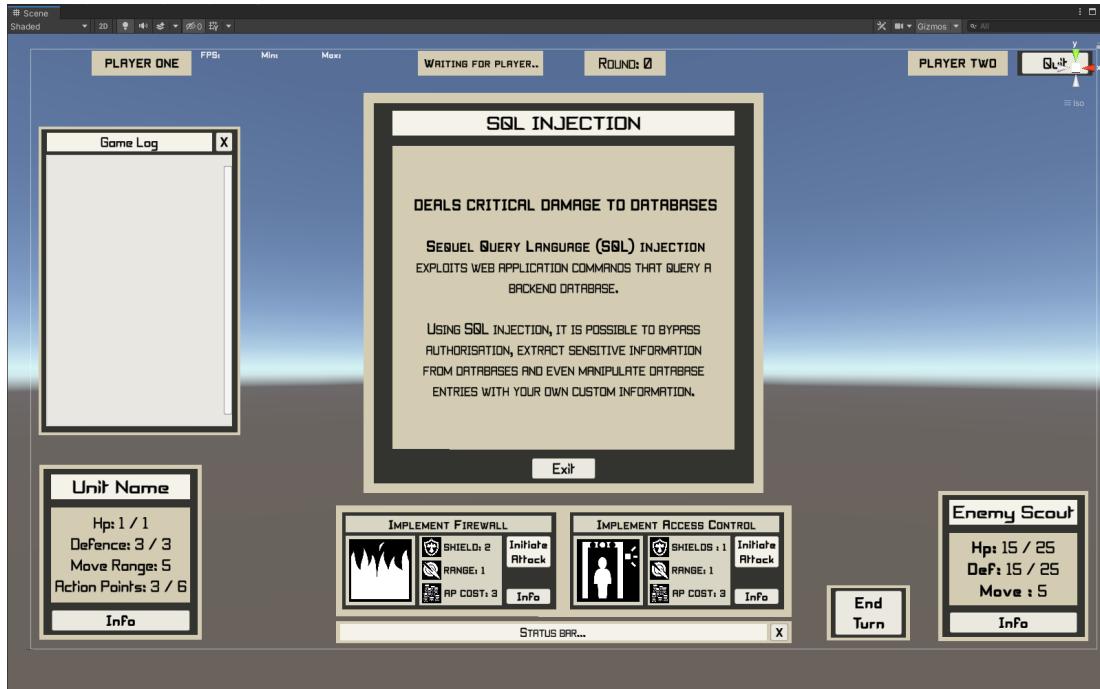


Figure 63: User Interface Components

10.3.2 Game Board Tiles

Figure 64 presents the tile design (sourced from [62]) in the desktop version of the application. This game board is only the object at run-time before unit objects are instantiated.

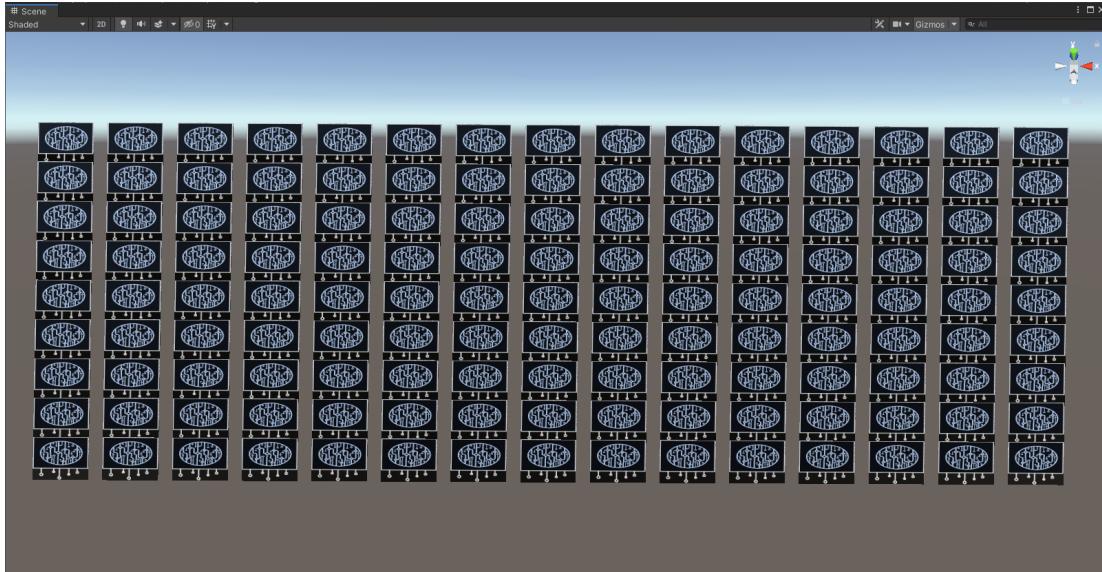


Figure 64: Game Board Tiles

10.4 Table of Contents of Project Structure

This project's core files are located within 'Assets' (Figure 65).

All data obtained from performance analysing are located in 'Profile Analysing'.

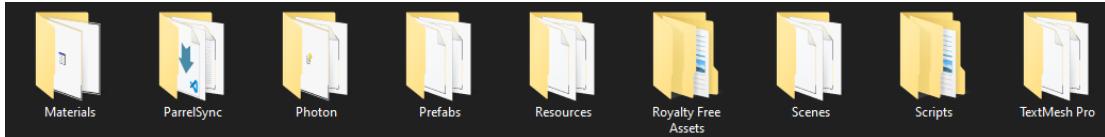


Figure 65: Project Files

All prefab objects for UI components are accessible in 'Prefabs'.

All prefab objects for units are accessible in 'Resources'.

All custom made materials are accessible in 'Materials'.

All game scenes, including the development and testing scenes, are accessible in 'Scenes'.

All programming scripts for functionality and testing are accessible in 'Scripts'.

All imported assets and resources (including UI icons, textures, 3D models and sound assets) which were not created by me are accessible in 'Royalty Free Assets'. A 'Readme', or license, is present in the root directory of each asset used in the creation of this project.

Lastly, 'ParallelSync' [58] and 'Photon' [44] third party APIs imported to integrate, and debug, multiplayer within this project.

Every other folder within the project archive are standard project files generated by Unity.

10.5 Project Brief

Applying Gamification to Teaching Cyber Security

Reece Buckle

Supervisor: Nawfal Fadhel

Problem

Despite the existence of many cyber security awareness programs, there is still a lack of widespread cyber security training in a world where the number of people interacting with technology is ever increasing

As modern-day technology is ever evolving, the number of users who interact with technology increases consequently. As a result, the risk of becoming a victim to cybercrime is ever increasing. Small and medium-sized enterprises (SMEs) are the biggest sectors which are hit hardest by cybercrime (Bada, Maria & Nurse, 2019). This is mostly since smaller businesses and employees struggle to understand the importance of cyber security and often cannot afford consistent cyber security training (Bada, Maria & Nurse, 2019).

Because most cyber-attacks are successful due to social engineering and human error, many government schemes, compliance regulations and training material exist to tackle this problem. However, it has also been shown that game-based learning can have a strong impact on the learning outcomes of cyber security in comparison to similar tutorials or training material (Tioh, Mina & Jacobson, 2017). Therefore, this project will aim to address the problem of an individual falling victim to cybercrime by creating a serious game.

Goals

The main goal of this project is to investigate the practicality and effectiveness of gamification, and ‘serious games’, to teach good cyber security principles. To do this, I will aim to create an educational tool which is inspired by pre-existing research of successful gamification techniques; it is my hope that the user will remain engaged until the end of its length such that the game fulfils its purpose and the user is left better equipped at protecting themselves from cybercrime. Finally, the application will adhere to key HCI/UX principles to provide a good user experience for users of all abilities.

Scope

The cyber security game will be multi-platform such that it is accessible to people using phones, tablets, or their desktop computer. It will also be important to research gamification techniques for learning as well as gamification applied to cyber security specifically. Lastly, this project will also delve into researching the most common cyber-attacks and how to tackle them effectively for the purpose of training.

Learning Objectives

- To develop a solid understanding in web and/or mobile application development tools which will incorporate both front end and back end design
- To make the game with a sleek and easy to use interface which adhere to key teachings in HCI/UX
- To gain a stronger understanding in how gamification can be used to teach serious problems such as cyber security.
- To develop a stronger understanding about the most effective methods to mitigate cybercrime

References

Bada, Maria & Nurse, Jason. (2019). Developing cybersecurity education and awareness programmes for small- and medium-sized enterprises (SMEs).

Tioh, Jin-Ning & Mina, Mani & Jacobson, Douglas. (2017). Cyber security training a survey of serious games in cyber security.